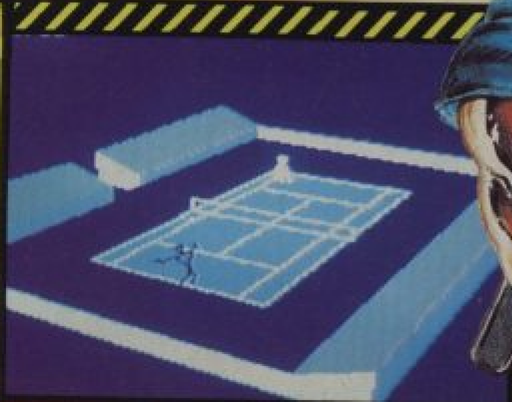
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SONIC BOOM • FLIMBO'S QUEST
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INSIDE!! MEGA MAPS AND TIPS!



INTO THE M C M

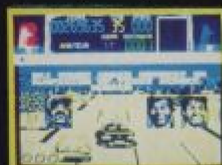
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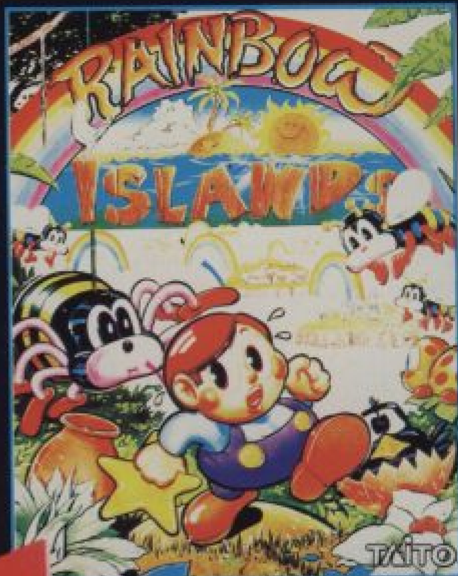
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M X C FUTURE...





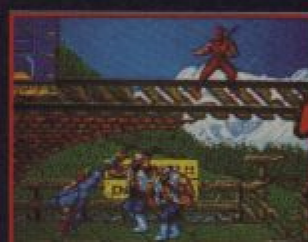














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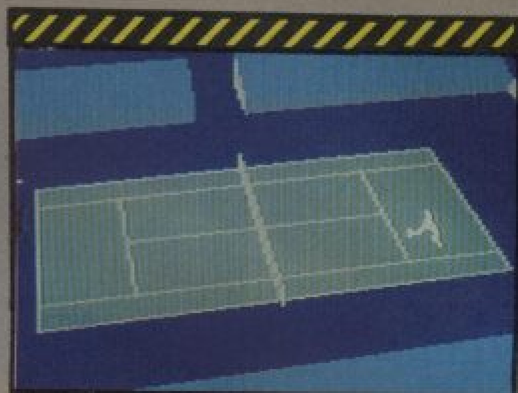


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CONTENT



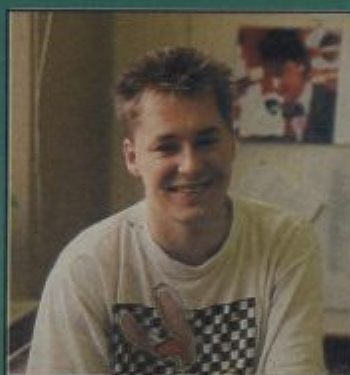






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EDITOR: JULIAN "GREEBO" RIGNALL
Recently scraped through his driving test and now plays Outrun for real along Southend sea front in his speedy Astra. But really dreams of riding a motor bike - anything that goes over 130 mph!



TS

MEGA COMPS



THE OTHER STUFF

REVIEWED THIS MONTH
JUNE 1990 No.103



ART EDITOR: ANDREA "GIVE 'EM L" WALKER
Wants to drive a big, long Pink Cadillac. But there's only one thing stopping her - she can't drive. Still, she's starting this summer, so watch out!



DEP EDITOR: PAUL "VOLKS" GLANCEY
Even though he's taken 20 (count 'em) driving lessons, he's still no nearer passing his test. Dreams about driving a metallic green convertible VW beetle. Hippy!



STAFF WRITER: PAUL "MICKEY" RAND
Paul is taking driving lessons like a mad 'un and fully intends to realise his ultimate driving dream - a light blue 1.6 Mark II Escort with a big stereo.

REVIEWS INDEX

THE RATINGS

When a game is reviewed, we give ratings for five different criteria:

GRAPHICS
Does the game look good? Is the scrolling smooth? Are the sprites flickery? Is the animation realistic? This mark covers all visual aspects of the game.

SOUND
Sound and music that enhance a game are given high marks. The sound rating is low if the soundtrack or effects are inappropriate.

VALUE
Here, we take into consideration the price of the game, the amount of entertainment it offers and the quality of the packaging. In other words - is it worth the money.

PLAYABILITY
This tells you how addictive and enjoyable the game is - the higher the rating is, the more playable the game is.

OVERALL
The most important rating of all. This is what we think of the game as a whole, taking into consideration all the other ratings. In short, how good the game really is.

THE MARKS

85+
A C+VG HIT! An outstanding game that shouldn't be missed.

70-85
A very good game that missed out on a higher accolade due to minor discrepancies. Should definitely be tried, though.

55-69
Average to fairly good. Could still appeal to fans of the genre.

40-55
Below average to average. Generally a disappointment.

15-39
Generally a poor game that mightn't even appeal to the most ardent fans.

14-
Ugh! Binary sewage that's guaranteed to make your computer throw up.

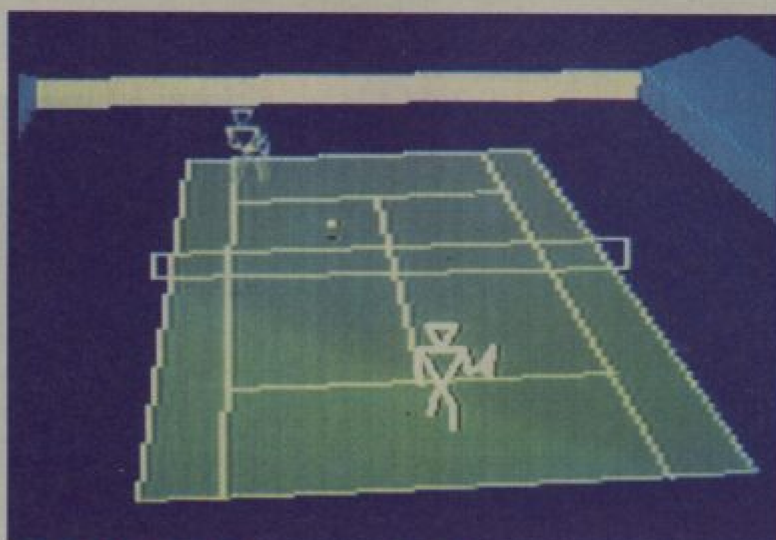
THE REVIEWERS

JULIAN RIGNALL
C+VG's arcade player who lives for coin-op conversions, shoot 'em ups and arcade adventures.

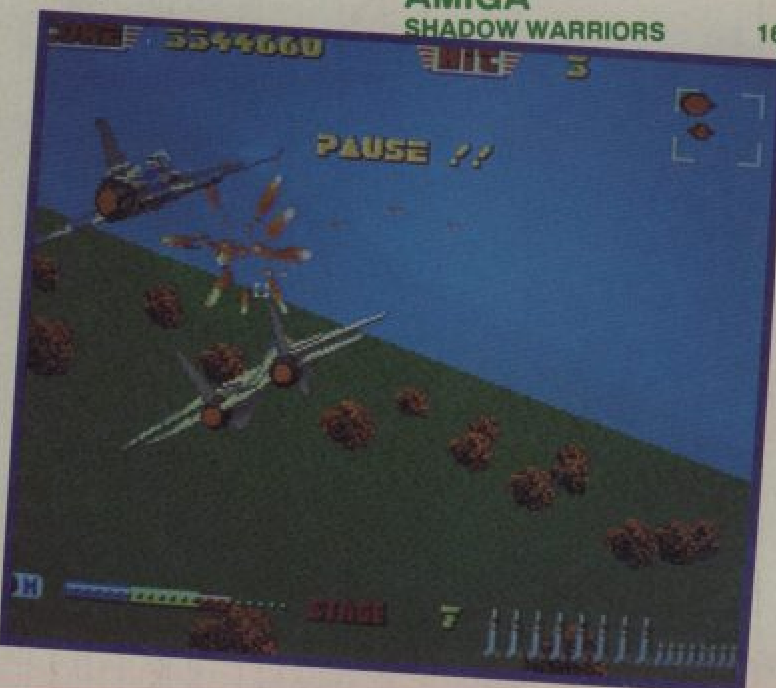
PAUL GLANCEY
He loves games requiring brains, but doesn't mind the odd blaster.

GORDON HOUGHTON
Ex-ZZAP! 64 Editor who loves games of all sorts, but blasters are tops in his house.

PAUL RAND
An easy-to-please gamer who likes all sorts of computer games.



REVIEWS



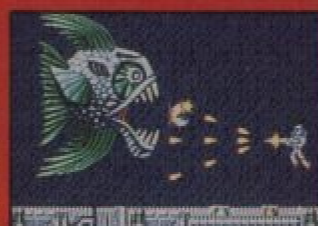
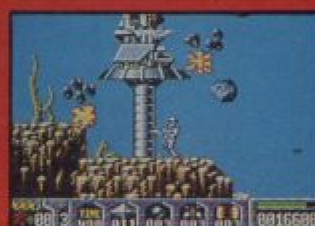
C+VG HIT! REVIEWS

YOUR STRUGGLE... GIGANTIC, YOUR FIREPOWER... GARGANTUAN, YOUR FAILURE ... GENOCIDE !!

ONCE YOU HAVE FACED THE ALIEN HORDES OF ALPHA CENTAURI IN ... X-OUT YOU MAY JUST BE READY TO CONFRONT THE FEARS & NIGHTMARES OF ALL MANKIND...

TURRICAN



SCREEN SHOTS FROM VARIOUS FORMATS.

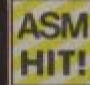
Legend tells of the evil three headed Morgul and his power over the fears and nightmares of darkness itself ... it also tells of his death. But nightmares have returned to cloud man's existence and once again fear reigns. Morgul is back! It is only you who can repel this darkness, it is only you who has the courage and the firepower to combat this evil .....

● 13 levels with over 1300 screens. ● 10 hi-tech weapons systems – blasters, powerlines, controlled flashes etc. ● Multi-directional scrolling (CBM 64 – 8 directions) at 50 frames a second. ● Countless bonus features and extra levels – secret rooms, black tunnels, pipeline systems etc. ● Brilliant special effects – thunder, storms, waterfalls etc. ● 50 different aliens some to full screen depth. ● Continue mode and hi-score list. ● Up to 3 way parallax scrolling. ● Up to 20 different tunes. ● Up to 30 different sound effects*.*

*(*Amiga version)*

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"The best C64 game of this year." C & VG



Rainbow Arts

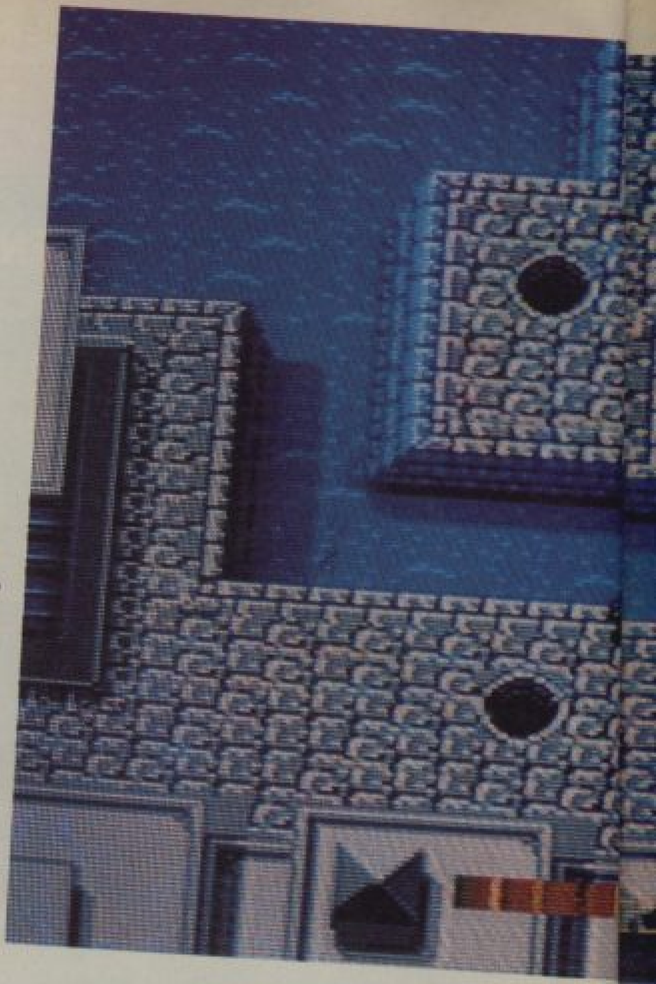
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NEWS

TEENAGE MUTANT HERO GAME

It had to happen, didn't it? After all, they've got their own comic books, toys, tee-shirts and even a cartoon series. Who are we talking about? Of course, it's those heroes in a half-shell, the Teenage Mutant Hero Turtles, who are about to get their very own computer game, courtesy of Konami. It's NOT going to be a conversion of the highly popular coin-op, though - the programmers are instead converting the Nintendo version of TMHT (which is reviewed in the fantastic Complete Guide To Consoles Book II) to the Amiga, C64 and PC. We'll have a lot more Hero Turtle news next month, so watch this space.



ELITE SEGA CONVERTS

Well, looky here! Elite, who until recently had pretty much shunned the licensing game, are back with a vengeance with the signing of three Sega titles - Last Battle, Tournament Golf and World Championship Soccer. Last Battle isn't what one could call a particularly good Megadrive game - it's a tepid scrolling beat 'em up in which you guide the futuristic hero through reams of baddies, smacking them about along the way. The other two, however, are graphically excellent and very playable sports simulations. Release dates are set for October.

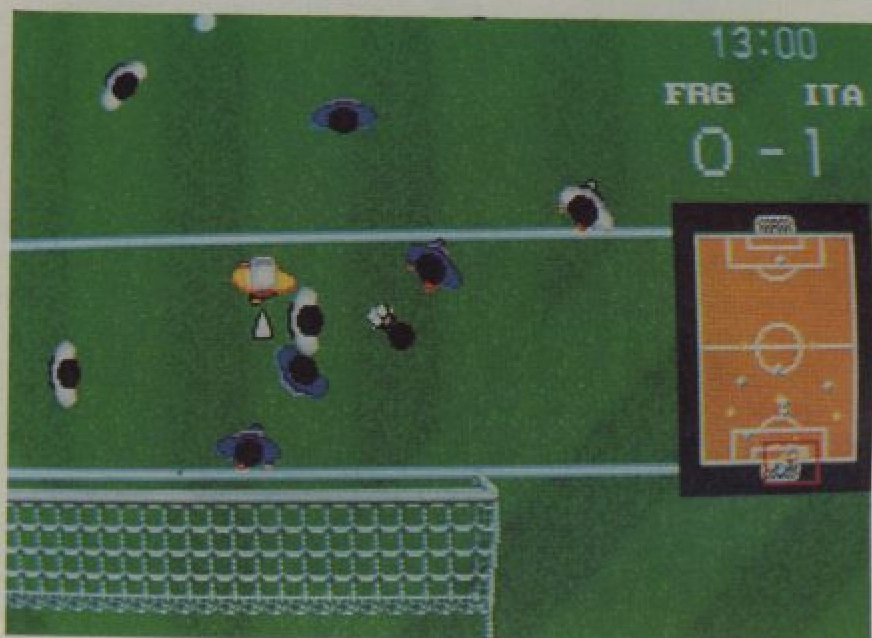


ARNIE 'N' BILLY

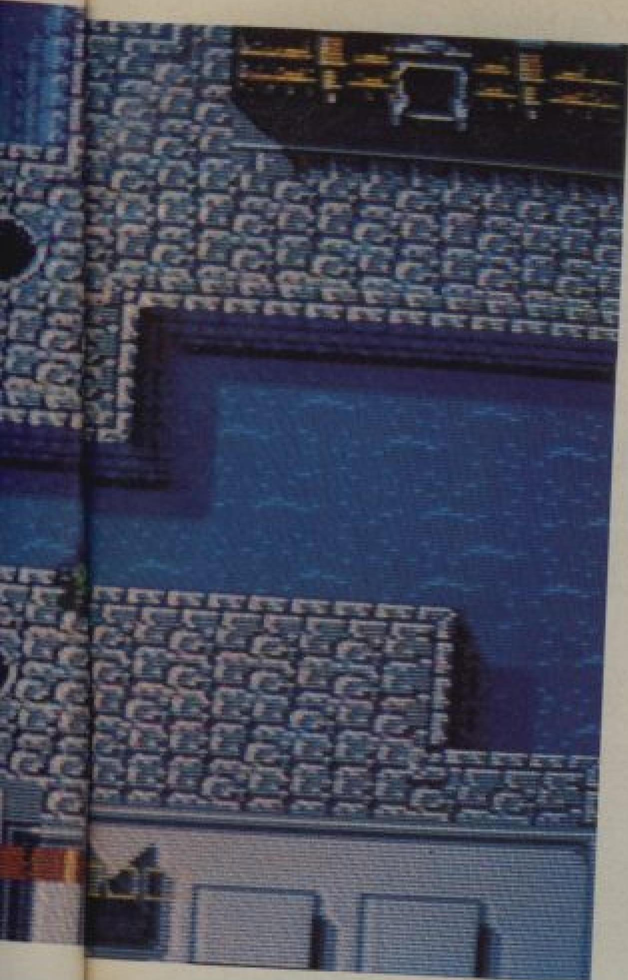
Arnold Schwarzenegger is back - Ocean are obviously very pleased that he is, because they've just signed up his new movie and are, as we write, programming the computer game!

The film, called Total Recall, is about a mission to Mars which goes disastrously wrong, leaving Arnie to go up and sort things out, paving the way for violence-a-plenty (surprise surprise!) as the ex-Mr Universe takes on alien fiends and dangerous robots. Sounds as though it could convert into a shoot and beat 'em up of dynamic proportions!

Ocean have also teamed up with ex-adventure writers Level 9 to produce a game based on the rootin' tootin', sharp-shootin' Billy The Kid, in which you control either Billy, his best mate Pat Garrett, or a desperado with a heart of gold. It'll have everything which makes a good western - shootouts, bank robberies, busty barmaids and bar-room brawls when it arrives on the Amiga, ST and PC.











ENGLAND, OUR ENGLAND!



With most of the big footy licenses already snapped up, Grandslam (who already possess the rights to the Liverpool team) have got their mitts on one of the biggest of the lot - our own English squad!

Which means that, not only will you get to take on the roles of national heroes like "Battling" Bryan Robson, Paul "Gazza" Gascoine and John "John" Barnes, you'll also be able to dip into the players' pool should one of your first-team members be crocked, and stand in the training shoes of everyone's favourite manager, Bobby Robson. All the international teams will be graded according to recent form, so you may have a bit of a tough time against the likes of West Germany but, if the recent friendly is anything to go by, you could give the Czechs a right old stuffing! No release dates or prices are available as yet, but no doubt England - The Computer Game will be dribbling its way down to your nearest software store before the kick-off in June.



DYING FOR A GOOD GAME

See the HIT! review of Die Hard on the PC a few issues ago? Did it get all you C64 owners foaming at the mouth because no-one brings out software such as that for you any longer? Well wipe away the froth and get twenty quid together for the disk-only version of the game, which is to be released by Activision in the next couple of weeks. The game follows the plot of the film in which police officer John McClane, played by Bruce Willis, has to rescue his wife from a gang of terrorists who are attempting to nick billions of dollars worth of bearer bonds, locked in the vault of a skyscraper. The PC version features super-fast, filled vector graphics and loads of gun-toting action - will the 64 game do the same? All will be revealed, when we Update C64 Die Hard as soon as we receive it!

NEWS

SEGA MICRO-DRIVE - THE PIC!

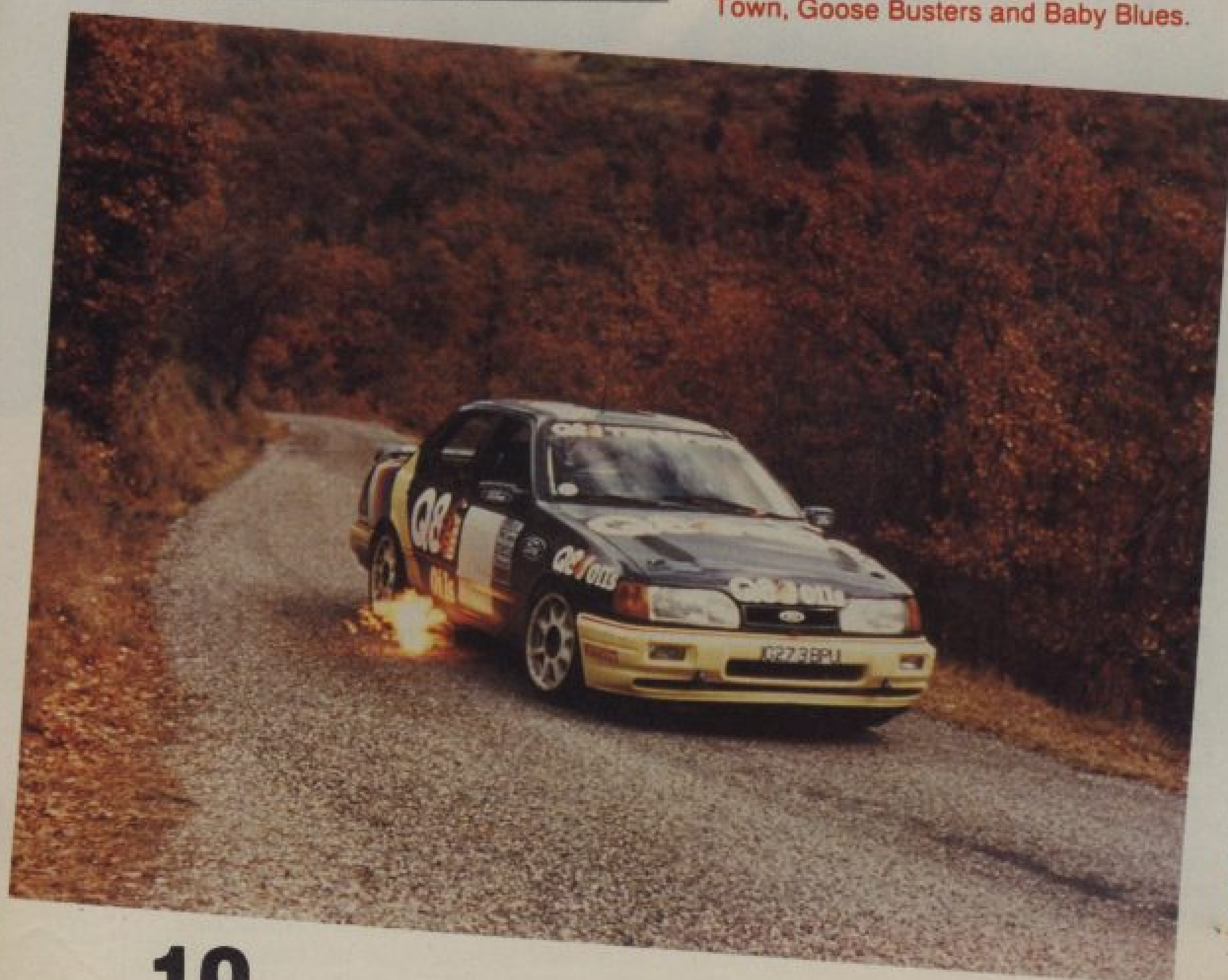
We've got it! The first definitive photograph of Sega's fantastic new Microdrive hand-held machine! As far as we can tell, Microdrive was only a working title and, judging by what's written on the casing, it seems likely that the portable is now called the Game Gear. Measuring just 103x210x38mm, the Game Gear is controlled by a Z-80A processor (as used in the Spectum and Amstrad) running at 3.58MHz. Screen size is quite large at just a shade under 3.5 inches and, although that's all we know at present, you can be sure that, as soon as we hear more, you'll be the first to know!



PHASERS ON FUN, MR SULU

After the vaguely jolly Spectrum and Amstrad Light Phasers, Magnum have launched a similar gun for the 64, complete with five compatible software titles. The games, which come on both cassette and disk in the same box, are Operation Wolf, Gunslinger, Ghost Town, Goose Busters and Baby Blues. The whole kit-and-caboodle weighs in at a pretty reasonable £29.99 and, if you get hold of the pack before 15th June, you can enter the competition found in the box, giving you the chance to win £350.00 worth of records, tapes and CD's - woooh!

And there's some bottom-spankingly good news for owners of the Speccy and CPC guns, too. The Megaplay Bundle, which currently retails at £9.99 and consists of Bronx Street Cop, F16 Fighting Falcon, American Turbo King, Billy The Kid and Jungle Warfare, has been slashed to a ridiculously inexpensive £4.99.



VROOM! VROOM!

Look out this month for the release of a brand new game from Thalamus - Q8 Team Ford Rally Simulation. Based on the exploits of the team of the same name, the game puts you will in control of an ultra-fast Sierra RS Cosworth 4x4, ripping up the roads as you attempt to beat the clock, and other drivers, and become number one in the rally stakes. The game will feature "stylised" filled-in vector graphics, running at a nippy fifty frames per second to give what should be a very accurate illusion of driving through mud, trees and all those other obstacles you find on rally circuits. You can even plough into the spectators! Q8 Team Ford Rally will be appearing on ST, Amiga, Spectrum/SAM Coupe, C64 and Amstrad (fluffy dice and Blaupunkt car stereo not included).

FLIMBO'S Quest

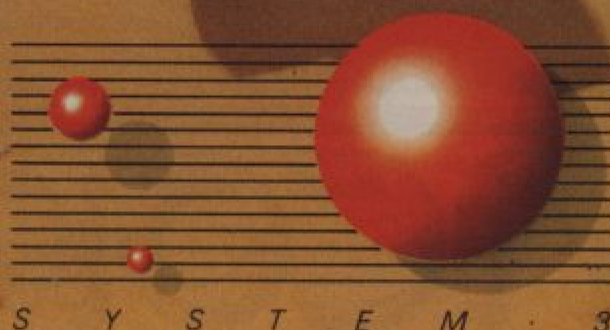
Take one innocent character, Flimbo, add a very broken heart, a pinch of heroism and one delicious damsel in distress.
Sprinkle a host of cameo roles featuring a derranged professors genetic mutations and you would be mixing the ideal ingredients of a cartoon style adventure game – par excellence.

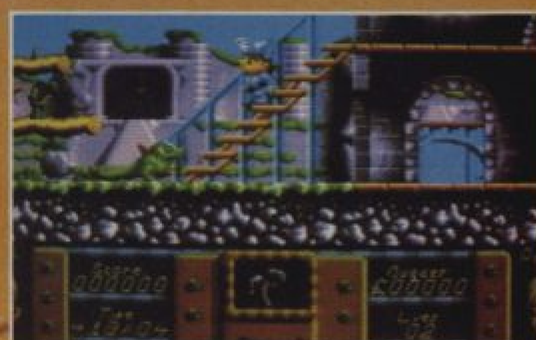
ACE · FUN #1 · C+VG HIT! · STAR PLAYER

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NEWS

SALES CURVE LATEST

While we wait eagerly for Sales Curve's SWIV (which, they point out, doesn't stand for Silkworm IV, even if it looks like it), news reaches us of their other forthcoming conversions of Jaleco coin-ops which will be making history late this year and early on in '91. The most imminent title is the conversion of Saint Dragon, a mighty shoot 'em up starring a cybernetic flying lizard, and that's penciled-in for a September release date.

Next year, we should see conversions of Rod-Land and Big Run. The first is a dead cute platform game in which you play either Tam or Rit, two fairies with magic wands and a mission to pick flowers. Sounds very weird, but looks very good.

Big Run, in case you didn't know, is a sporty drive through the desert on the Paris-Dakar rally. It didn't break any records in it's original arcade form, so it'll be interesting to see how the conversion will come out.

All three games will be released under the auspices of Sales Curve's new Storm label, and will be available for Amiga, ST, Amstrad, Spectrum and C64.

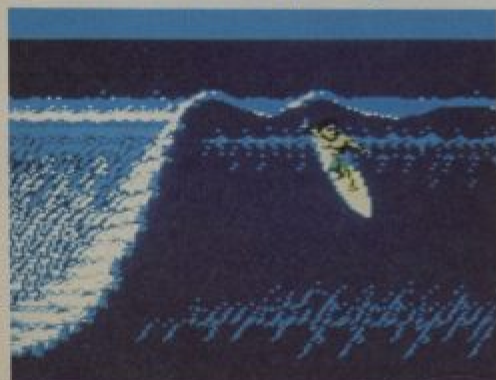






I WISH THEY ALL COULD BE...

California Games is one of the best multi-event sports games ever to appear on a home computer, and it's certainly the best sport sim seen on the Sega Master System. That's why Epyx and US Gold have got together again to produce a sequel. California Games II will feature over half a dozen new events, all played out against a sunny California backdrop. It will be released in late Autumn - but will you get a free beach babe with each package?



CORE! A NEW SOFTWARE HOUSE

Core Design, creators of such greats as Rick Dangerous and Dynamite Dux, have come to the conclusion that there's more money to be made by selling their own games as opposed to just programming them and passing them along to a third party outfit. So those Derbyshire dudes have set up shop, so to speak, and are going it alone, with a couple of titles already announced. Torvak The Warrior is a beat 'em up in which the player must battle through five levels in his quest to find and defeat the wicked Necromancer, while Corporation will be a much more strategy-orientated game, as you become a government agent, seeking out terrorists in a robotics factory. These, along with three other as yet unannounced products, are to be released between July and December of this year. More news as it arrives!

TWO LICENSES IN ONE

Remember we previewed World Cup Soccer '90 from Virgin two issues ago? Well, scrub that title because that's not what its going to be called. What Virgin have done is, as well as buying the rights to the coin-op, they've also gone out and signed up the Italia '90 name from FIFA, and stuck that on the packaging, too! Sheesh, must have more money than sense, eh? Anyway, the game is to be called World Cup Soccer - Italia '90, and it'll be the only football game this summer to carry the little World Cup stick-man mascot on its packaging. Ooooh!



The World Cup

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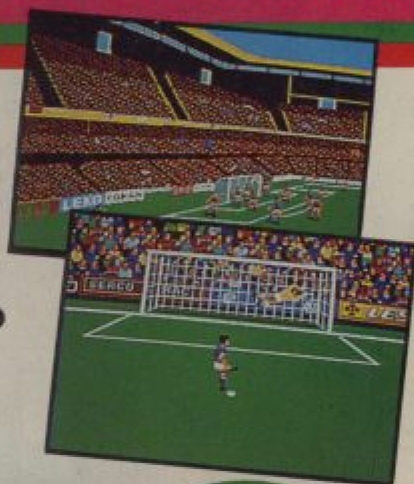
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▲ *Ah, a phone box. Better call your mum and tell her you'll be late.*

SHADOW WARRIORS

BY OCEAN

Everything was fine at the Shadow School of Martial Arts. Students were happily taught the thousand-year-old secrets of the original Shadow Warrior, blissfully unaware of the fact that mysterious evil forces were plotting to overthrow the new leader of the school and enslave his pupils for eternity. When the inevitable happened, it was too late to prepare for the vicious onslaught which followed.

Which paves the way nicely for a six-level, horizontally scrolling beat 'em up as the player, the only surviving Shadow Warrior, battles to defeat the enemy in this conversion of the Tecmo coin-op. Young Shad can dispose of the baddies using a variety of martial arts moves, including roundhouse kicks and common-or-garden punches in the groin - he can even hang onto parts of the scenery and give his oppressors a swift boot in the mush. Alternatively, he can smash open one of the crates found lying on the pavement in the hope that a magic ninja sword will be inside. Whatever the weapon, he needs to



◀ *OOF! OOOYAH! These guys want you to join their club! Membership has its priveliges...*

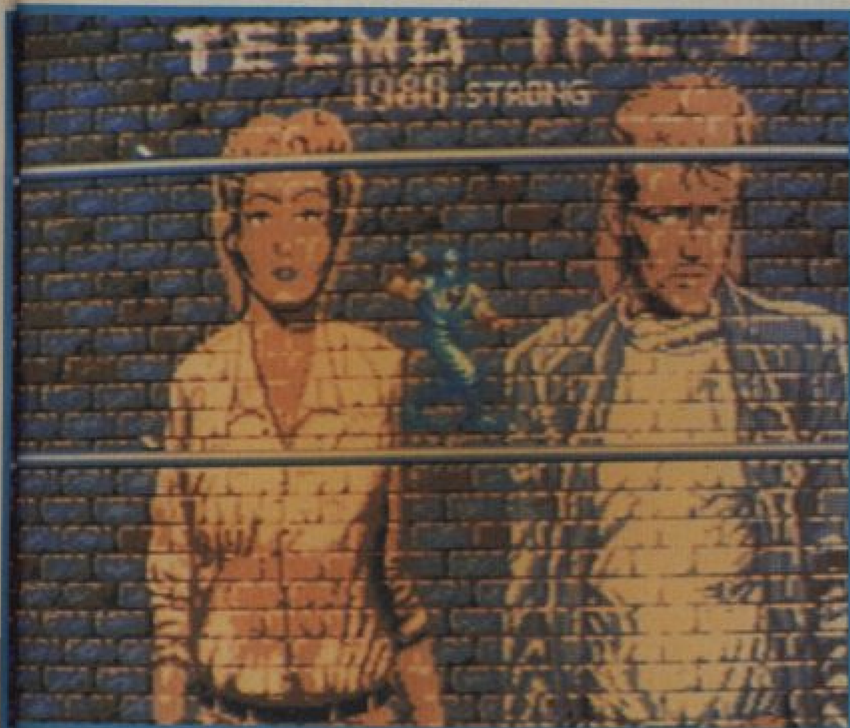
be swift and skillful if he is to stop the bad guys in their tracks - and there's loads of them, ranging from club-wielding, twenty stone bikers to Geoff Capes lookalikes who are only happy when they're walloping the poor ninja with a fifteen-foot long telegraph pole. And as well as them, there's six big end of level guardians, including the evil Master himself!!!

C+VG HIT!

UPDATE

Coming this month are the C64, Amstrad and ST versions of Shadow Warrior. The ST version is the same as the Amiga game, with an obvious drop in sound quality, but the C64's music is one of the best tracks to be heard on the machine in a long, long time!

▼ *Who are these two?*



SPECTRUM
£9.95

Bags of colour make Speccy Shadow Warriors stand out from the crowd, and there isn't a hint of clash as the programmer has cleverly used a shadow effect similar to that found in Dark Sceptre. Gameplay is fast and furious and all in all, this is an extremely worthy buy for Spectrum beat 'em up junkies.

OVERALL 92%

AMIGA
£24.95

Now this is what I call a beat 'em up! No tricky joystick moves to confuse you into getting your face smashed to a pulp; just good, solid arcade action which is quite staggeringly close to the coin-op. The programmers have ported the coin-op graphics to the Amiga and then tarted them up even more, giving you sprites and backdrops which, although admittedly smaller than the originals, are much sharper and very colourful indeed. A more than honourable mention must also go the music and sound effects in Shadow Warrior - awesome is the only word to describe the six incredible tracks packed with crystal clear samples, and sound effects so good you'll think that there are a couple of people in the room, beating the living daylights out of one another! Getting through the first level is a feat in itself, even with the six credits, as the difficulty has been set at almost the same level as the coin-op. Practice makes perfect though, and once you've killed the fat sumo wrestler at the end of the first stage, you'll be totally hooked.

PAUL RAND

GRAPHICS	94%
SOUND	96%
VALUE	93%
PLAYABILITY	92%
OVERALL	**93%**

C+VG HOTLINES

WIN A MEGADRIVE! CALL 0898 334 150

Faster than a speeding Spectrum, more col-
ourful than a box of rainbows and more fun
than a waterbed full of lemon jelly - it's the
Sega Megadrive! To you, the punter, this
mighty console would normally cost at least
two hundred knicker, but to you, the C+VG
reader... well, we can let you have one for
no pounds at all. Just one, mind you, and if
you want to volunteer to take this solitary
Megadrive off our hands, get on the blower
pronto, dial this here number and make
sure you get all the questions right!

WIN A PC ENGINE CALL 0898 555 538

Another example of console sauciness is
NEC's PC Engine. A marvel of micro-mech-
anics this bijou games machine plugs the
game-playing power of an arcade machine
into your telly and lets you get stuck in to
such superb games as R-Type, New Zea-
land Story and Chase HQ without any hang-
ing about whatsoever. The only things be-
tween you and this prize are the questions
on this line so give us a ring, and you could
be the next person to join the console revol-
ution!

WIN A LYNX CALL 0898 555 537

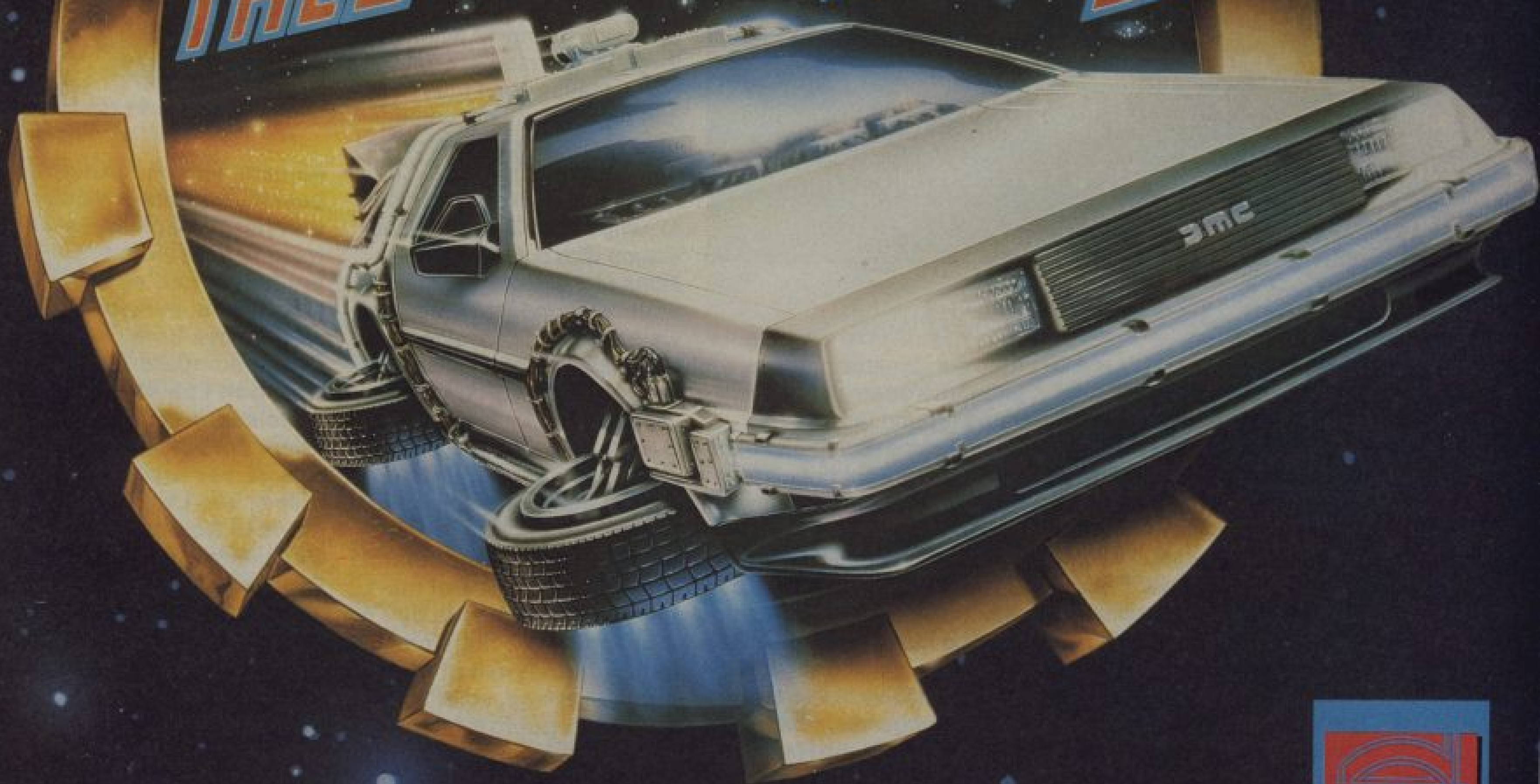
Doesn't melt in your mouth or in your hand,
doesn't make your clothes smell when you
iron them and does absolutely no harm to
household pets. What are we talking about?
Why, it's the Atari Lynx handheld games ma-
chine of course! It's the zappiest portable in
the history of the planet, and one could (but
only COULD) be yours if you pick up your
electric talking machine and get listening to
this line flipping ruddy quick!

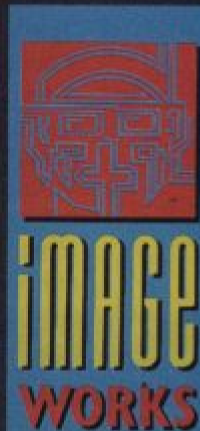
WIN AN F15 FIGHTER BOMBER! CALL 0898 555 539

Well, nearly. Ace simsters Digital Integra-
tion are giving away copies of their smart
fight-flight game, F-15 Combat Pilot to cel-
ebrate its recent take-off on the C64. We've
got five ST and Amiga, and five C64 ver-
sions of the game and no less than twenty
(that's two-zero!) designer F-15 T-shirts,
possibly put together by the lads them-
selves on their office sewing machine. If
you want to be the hardest person with the
wickedest pile of credibility in the whole
street, this is undoubtedly the competition
for you!

IF YOU'RE UNDER 18, PLEASE MAKE SURE YOU'VE GOT YOUR PARENTS PERMISSION BEFORE YOU DIAL THE C+VG HOTLINES. CALLS ARE CHARGED AT 38p PER MINUTE (PEAK RATE) AND 25P PER MINUTE (OFF-PEAK). ALL PROGRAMMES LAST NO LONGER THAN THREE MINUTES.

COMING SOON...





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Yo! YOB's back with more of your mail. As usual, if you have anything rivetingly interesting to say - or even something completely uninteresting, why not write in to: YOB'S MAILBAG, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. There's a monthly prize of £100 worth of software for the best letter - so get your scribbling caps on and get on with it.

CORPS GAME

Dear YOB,
What's all this about Neighbours and Kilroy simulators? You want a real game! Software houses are you listening? It's called the CORPs, based on your own brill comic strip, and is a horizontally scrolling shoot 'em up in which you play Schwartz trying to reach the dropship. You start off with a service pistol but if you shoot certain types of enemy you can progress to machine gun, spray fire, multi-directional fire, flamer, grenades, shoulder missiles and drones. If you collect the jetpack you can fly for a minute until your fuel runs out, but this brings on airbourne enemies and activates ground lasers. Your enemies are mummies, vampires, enemy soldiers, transforming robots and so on. At the end of the level is Mechno Kong.
Other levels would include an Operation Wolf style shoot out and also flying the dropship.
James "Wibble" Lynch, Stockport, Manchester
YOB: Not bad, but I think you could make even more out of it - how about the drop sequence itself? Come on software houses, how about producing a game based on the best comic strip in the universe?

KONSOLES ROOL

Dear YOB,
I agree with Mr Eriksson that consoles will be taking over from computers. I have been playing 8 and 16 bit computers for about nine years now, but will be buying a Megadrive or PC Engine when they are released in September, because even the ST and Amiga can't match their near arcade perfect graphics. I have also noticed that Commodore and Amstrad are set to jump on the console bandwagon with cut down versions of their computers. I wish someone would tell then we are buying consoles for the quality of the games, and not because they don't have keyboards.
B Duncan, Stanford Le Hope, Essex
YOB: I disagree - consoles are good - but they're not going to kill off computers! Instead both types of machines will exist side by side - there's a huge market for both types of machine. Anyway, what's the point of arguing? Anyone with half a brain cell knows that consoles are best if you only want to play games (by the way, PC Engines are better than STs for games, but not as good as Amigas, Megadrives are better than both for games), and computers are best if you want a machine that has multiple uses, like word processing, programming and so on. In an ideal world, everyone would have both a console AND a computer. By the way, don't be so hasty to criticise the C64 console. There are some brilliant C64 games around - I'd love to see cartridge versions of Boulderdash, Delta, Impossible Mission, Dropzone, Pastfinder...

A GREY OUTLOOK

Dear YOB,
I was just on the verge of buying a Sega Megadrive when I saw the warning advert in issue 101 from Sega themselves about "grey" imported machines. The PAL

conversion aspect isn't really important, but the bit about Euro cartridges not working with these imported machines when the machine is officially released later this year is.
Would buying a SCART Megadrive alleviate the "problem" or are SEGA just bluffing to stop other "unofficial" outlets from making a profit and taking away potential sales? I know that if I bought imported cartridges by mail order I would be getting the very latest games, but will there be a vast difference in price between these and the cartridges legitimately available in this country later this year?
J P Roche, Altrincham
YOB: Ok, the Sega ad has caused a lot of concern among you potential console buyers, so I'd better fill you in on what seems to be happening. The official UK Megadrive consoles WILL be altered to make them incompatible with imported American or Japanese cartridges. HOWEVER, we speculate that as soon as Virgin launches the machine over here, console importers will have put together either their own converter widget, or they'll have worked out a hardware modification of their own to get round the incompatibility. In the meantime, the ability to use Japanese software means that you will be able to play games perhaps six months or more before their official UK release, and for that privilege you can expect to more. Apart from that, the only real disadvantage is that very few shops will ever stock imported cartridges, so buying an foreign machine may mean you will have to buy software by mail order for ever more.

KEY SOFTWARE

Dear YOB,
I have a great design for a new game that I am sure will be a smash hit. If Code Masters want to contact me and buy my idea I'll sell it cheap to them. The title is "Professional Drawer Opener Simulator." Great name, don't you think? On the screen you see some drawers with keyholes and some keys. You have to click on a key and then on the right drawer. To open it, you'll have to waggle the joystick and to make it more difficult it has to be done within a time limit and the number of drawers and keys increases. If you think it will be too boring just opening drawers one could alternate between opening drawers and opening doors. I think this game has great potential and will become a smash hit.
Frank T Rambol, Norway
YOB: Hmm, it's a nice idea but I'm not sure the technology exists to cope with it. By the way, you're not suggesting Code Masters produce crappy games are you?

JAM LOSES HIS RAG

Dear YOB,
Now listen here boy. I am sick of the way you treat the poor lousy bums who write to you, so you name the time and the place and I'll be there! Of course, though, I'll let you off if you send me one of your tremendously fab T-shirts.
JAM, Oldham
YOB: T-shirt? Pah! Why don't you push off you lousy pimply, skiddy, smelly old bum.

DALLAS!

Dear YOB,
I have a great idea for a game. It's the Dallas Game. You, the hero, play Bobby Ewing. The object of the game is to get married and divorced as many times as you can in a time limit. You also must not get shot by JR's henchmen. Last of all, every time you lose a life you find yourself in a shower! What do you think?
S S Finn, Woodford Green
YOB: Sounds to me like you should suggest the idea to Dallas' producers, Lorimar Telepictures Inc. Write to: Mr Lorimar, Lorimar Telepictures Inc, Lorimar House, Lorimar Boulevard, Lorimarsville, USA.

THE FORCE IS WITH THEM

Alakwondah!
Darth and Yoda return after a well-earned vacation on the moon of Endor, where we tasted the delights of the red light district in the Ewok village. However, we feel we must put YOB on the hotspot with a number of probing questions, starting, of course with number six:
6) Why does everyone keep sending in lists of questions that are so simple that even a pigeon "message" could answer them?
2) Why do all of our letters somehow end up on other magazines' letters pages under different people's names?
3) Why doesn't anyone ever write more than four questions per letter?
4) Are there any plans to convert NASA's Star Wars project to my Amstrad? The arcade game was WICKED!
We saw your article on the A-Migadrive but we fear we must inform you that we made our own four years ago with the help of two plastic boxes and two printer ribbons (sound familiar?) At the time, we couldn't unveil our marvellous creation as the Megadrive hadn't been invented yet...
We are sure you'll be pleased to hear that we are handling the red-hot conversions of Bionic Emlyn Hughes: Soccer Chicken, shortly to be followed by the psychedelic capers of Super Mario Emlyn on Acid. We also think you should look out for Fiendish Emlyn's Big Balls o' Fun, complete with digitised delights with Emlyn showing you a thing or two about ball control.
Keeping with the current trend of groveling, we'd just like to say: C+VG is a WELL WICKED, RADICAL, DEF, HAPPENIN' pamphlet, and may God strike us down if it is not s...
D Vader and Yoda of the Teenage Mutant Ninja Hackers on Heat, Witham.
PS Did you know PS stands for Pencil Sharpener?
YOB: Oklahoma! It's good to hear from you again, Yoda and Darth. To answer your questions: 6) Probably because they haven't got pigeons. 2) Have you considered the possibility that there are people out there whose minds work along exactly the same lines as your own? No, neither have I, but in an infinite universe there are an infinite number of possibilities. 3) It depends what you mean by four. 4) The arcade game wasn't WICKED, it was SDI. WICKED was a game programmed by Binary Vision for Activision last year. Looking forward to your Emlyn series - he gets everywhere doesn't he? "EEEEEE! AHNOWIT!" See, he even gets into my letters page?

YOU CAN'T BEAT THE CISTERN

Dear YOB,
I wrote this game design with my friend Jimmy. We wanna win some dosh.
You play Vincent Skipper and you wake up and go to the toilet but there IS no toilet. You find a video cassette on the floor. You watch the cassette on your TV and discover that the evil Mega Crusty has stolen it. It says you have to battle through stages of evil creatures to reclaim each bit of your toilet from his boss monsters.
By the time you start the game you are in dire need of a crud and you can only hold it in for a certain amount of time, and as your time decreases, your face grows redder and redder.
Stage one will be called The Skids, and when you complete it, you reclaim your bog seat.
The second stage will be called Diarrhoea, and when you complete this stage you reclaim your flush.
The third stage will be called Peanuts and when you complete this you reclaim the bottom bit.
The fourth and final stage will



be called Crusties, and when you complete this stage you reclaim your plumbing. After this you will fight the Mega Crusty and just before you destroy him, he will try to bargain with you. If you don't destroy him, he says, he will put your bog back together.
Your weapons are bog rolls and a high powered fart. If you fart too many times you will do a wet fart. Farting can be used to jump.
Each stage will look like this...
Graham Edwards and James O'Connor, Brickhill
YOB: Yes, well that's quite enough of that, thanks. Anyway your game would never catch on because you've forgotten to include a role for the infamous Cling-on menace - and what about the Mega Skids of Doom?

THRILLS AND X-CITEMENT

Dear YOB,
I am a Marvel comic freak and just thought up a brilliant idea for a computer game based on The Uncanny X-Men. Here's my game design...
Ross Edghill, Greenford
YOB: I liked your storyline and your game design was absolutely brilliant, but I'm afraid The Edge are ahead of you. They've already bought the license to the X-Men and are planning on releasing their game later on this year. Nice try, but no cigar, I'm afraid.

WILLIE COCK-UP

Dear YOB,
With regard to Grand National reviewed by Gordon Houghton last month.
This game is very true to life because Willie Carson would obviously fall A over T at the first fence. He's a flat jockey and doesn't jump fences!
Give us a T-shirt for this witty aside.
James "Smart A" May, Birchington
YOB: Of course Willie Carson would fall off. Why do you think we named him as the flattened jockey in that very appropriate caption? Jeez, some people!

CONSOLES BOOK REVISITED

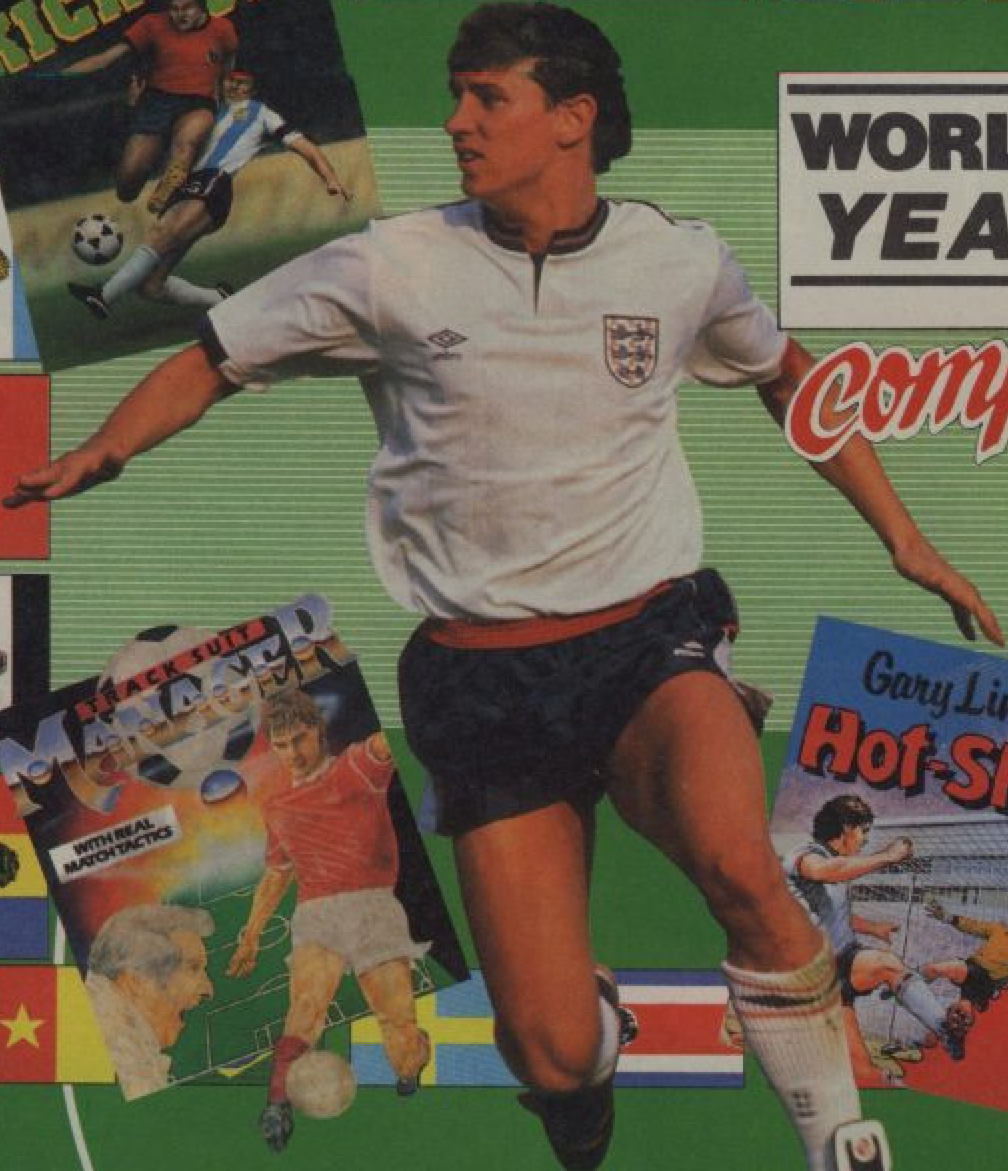
Dear YOB,
Due to "The Complete Guide to Consoles Volume II" brilliance, I wish to purchase "The Complete Guide to Consoles Volume I" as I missed out on it the first time round. So could you please print the address for me and possibly many other readers so I can send my money off for this console extravaganza. Ta muchly!
S Pike, Manchester
YOB: I sure can S. You can get hold of a copy of Volume I by sending your name, address and a cheque or postal order for £3.45 (£2.95 plus 50p post and packing) payable to Computer and Video Games, to Oi! Send Me The First Console Book, Computer and Video Games, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. Supplies are running low, though, so act quickly or risk disappointment!

PRINT ME LETTER

Dear YOB,
May I ask why hat sleazeball, James McAuley of South Ackendon, Essex, got TWO letters printed in Mailbag, pages 20-21, issue 100, March, when some of us can't even get ONE letter printed. Jeez, isn't life unfair! In case anyone else out there didn't notice, the letters were titled I Wanna Neighbours Game and What A Div - an appropriate name for J M. I've tried dozens of times to get my highly intelligent letters printed but never succeeded and I'm sure others out there have the same trouble. So next time, please don't print two different letters from the same person. Which brings me onto the next sodden complaint. YOU, yes, you!, printed the same letter twice and answered it twice too! Huh, I'm extremely hard-up and demand a prize of twenty-five quid or something to make me happy now.
Pretty please!
Elizabeth Lorraine, Leigh, Lancs
PS If you don't print this letter I'll know you're extremely tight or are too chicken because someone has actually tried to point out your mistakes. So THERE!!!
YOB: It doesn't take much to get you all hot and bothered, does it? The two letter thing was a mistake - we printed it out twice and Andrea laid it out without looking at it. Mistakes do happen. Anyway, your letter has now been printed, so that should make you happy. And a prize? No chance.

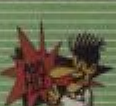
In association with Shoot!
Free superb full colour Wallchart following all the Fixtures through to the Final

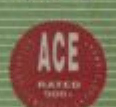




WORLD CUP YEAR 90 Compilation

TILT D'OR AWARDS 1989



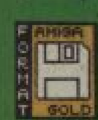


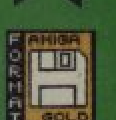


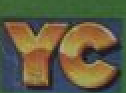






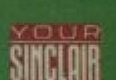










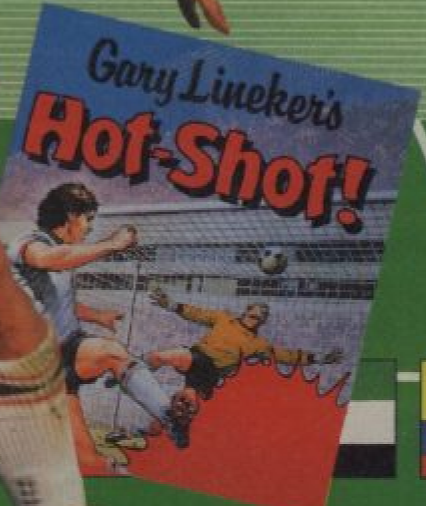












KICK OFF

The award winning, chart topping and international best selling soccer simulation of all time!
- Best Arcade game 16 bit '89
- Europes best soccer simulation '90
- Elspa game of the year
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Emap golden joystick awards

Featuring:- Pixel Perfect passing
Blistering Pace
Superb tacticle play

"Has to be the best football simulation yet" ST USER

"Most playable soccer simulation in binary history" C & VG 88%

"Boots the other football simulations over the cross-bar" Zzap 96%

"Simply the best football sim" New Computer Express

GARY LINEKER'S HOT SHOT

Play in a full scale eleven-a-side football game complete with sliding tackles, throw-ins, corners, goal kicks, fouls and even the dreaded referee with his red card.
Will you have what it takes to match the shooting skills of England's Gary Lineker's Hot Shot.

International Soccer replaces Gary Lineker's Hot Shot on Atari ST and Amiga.

Pack includes
* 3 Superb Award Winning Games
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TRACKSUIT MANAGER

A management game the way it should be played. Live the match thrills, as you compete to qualify for the Nations and World Cups.

You decide the play and enjoy the victories and suffer the defeats...

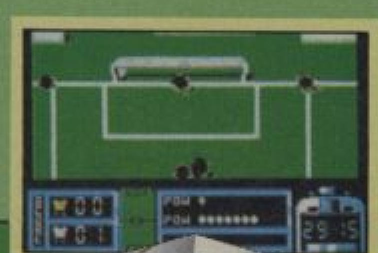
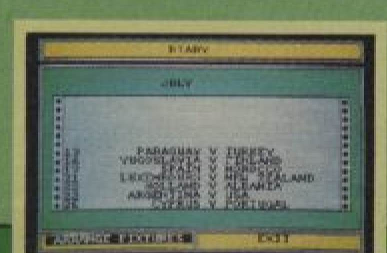
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The ultimate management game" Ace Rated 929

"Easily the best of its type" Zzap 64 89%

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AVAILABLE FOR
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SPECTRUM (CASSETTE + DISK)



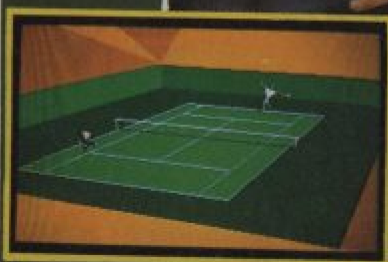
4 The Stannetts, Laindon North Trade Centre, Basildon, Essex, SS15 6DJ Tel. No. (0268) 541126

• SENSIBLE SOFTWARE'S •

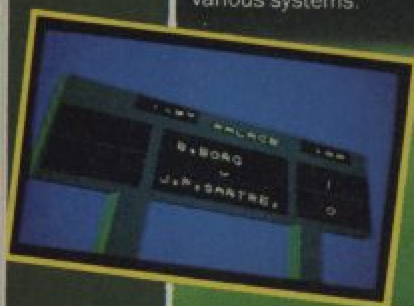
INTERNATIONAL 3D TENNIS

INTERNATIONAL 3D TENNIS IS A REVOLUTIONARY NEW TENNIS SIMULATION. THE INNOVATIVE USE OF VECTOR GRAPHICS HAS CREATED A GAME WITH UNRIVALLED PLAYABILITY AND AN UNPARALLED NUMBER OF FEATURES.





Screenshots various systems.



Individual format release dates may vary.

"This is fab…a breakthrough …no-one could fail to be impressed."
C&VG 94% C&VG HIT

"It's smashing, ace and beats the competition…immense fun, demanding for novice and expert alike, the best sports game for ages."
ZZAP! 94% ZZAP! SIZZLER

- Remarkable new 3D real time animation system.
- One or two player games.
- Four player ability levels – amateur, semi-pro, pro and Ace.
- View the game from any one of ten "camera" angles – infinite on ST and Amiga.
- Learn to play topspin and backspin balls.
- True control over the direction of your shots.
- T.V. tennis theme tunes.
- Any-time save option.
- 64 different computer opponents, with 16 skill levels.
- 72 tournaments to play in all based on real events with genuine court conditions and prize monies.
- 4 court surfaces – grass, clay, carpet and cement – each affecting game play.
- Digitised pictures (ST and Amiga)
- Digitised voice of real Wimbledon umpire (ST and Amiga).
- Choose which 22 tournaments to play in a full tennis season, against world class competition and aim to earn a million dollars!

• C64 • C64 DISK • SPECTRUM • AMSTRAD • AMSTRAD DISK • ST • AMIGA •

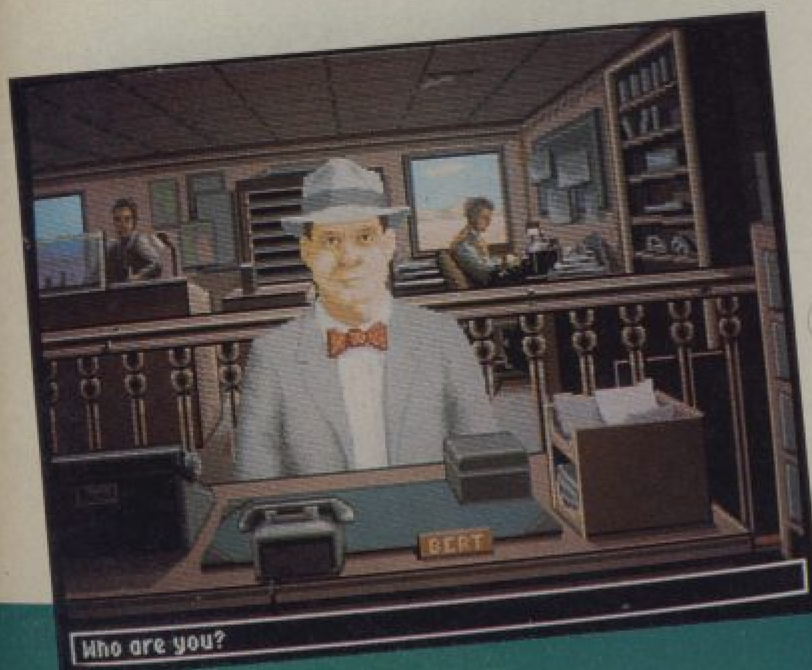
PALACE

PLAYMASTERS

Yo Dudes! Here's another bulging bundle of brill playing tips - make use of 'em. If you're a cool player and have some hints and tips, why not send them in to me at: PLAYMASTERS, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. There's £150 worth of software on offer to the person who sends in the best tips of the month - so get scribbling! Cowabunga!!







AMIGA

P-47

Daniel Pemberton of East Molesly sent in the cheat mode for this wartime blast. Play the game, then type ZEBEDEE into the high score table. Now restart the game and you should find that you can get some extra lives by pressing F1 and skip a stage with F2.

SPACE ACE

To take all the effort out of biffing Borf by starting the game, pausing it then typing DODEMODEXTER. Unpause and the computer will take control and finish the game for you. There now, wasn't that fun? Thanks, Daniel Pemberton of East Molesly!

SUPER CARS

Another Daniel Pemberton tip here. If you're still trying to get a good deal out of the car salesman try some of these lines of conversation.
Is it fitted with CAT?
I've got a cat called Garfield.
This parrot is dead!
Too much!
I'm a lumberjack.
How much!
I could murder a curry!

SIM CITY

Nick Emmel sent in this tip, which is even better than the raising-and-lowering-taxes cheat. To put an extra $10,000 into the city coffers, press CAPS LOCK and hold down the letters in the word FUND. You can do this repeatedly, but every fifth time it causes an earthquake, so build up your funds before you build anything.

BOMBER

As Charles Moffett of Dalkeith found out, the BUCKAROO cheat doesn't work on newer versions of Bomber, so he's sent in some flying tips for anyone who's still struggling with the refuelling process.
Set the throttle to 70% thrust then fly towards the rear of the tanker. Don't steer left and right to catch it. If you overshoot, use the airbrakes to slow the aircraft down rather than reducing thrust, then when the tanker passes you, take the brakes off. You might need to do this a few times, but eventually the fuel hose should catch and you can start "pumping gas", as they say.

IT CAME FROM THE DESERT

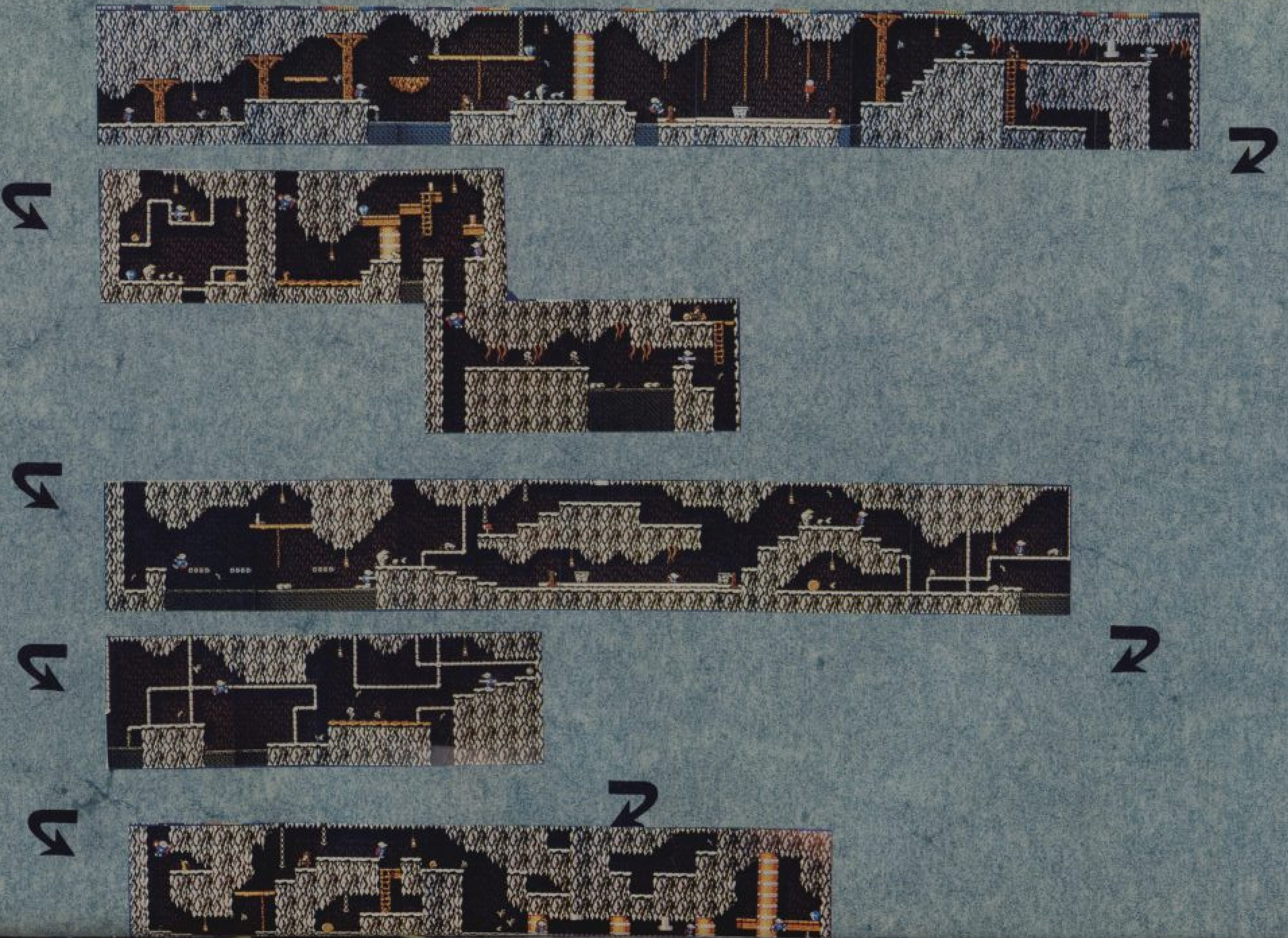
Richard Lea of Stoke on Trent actually faxed over these ant-bashing tips.

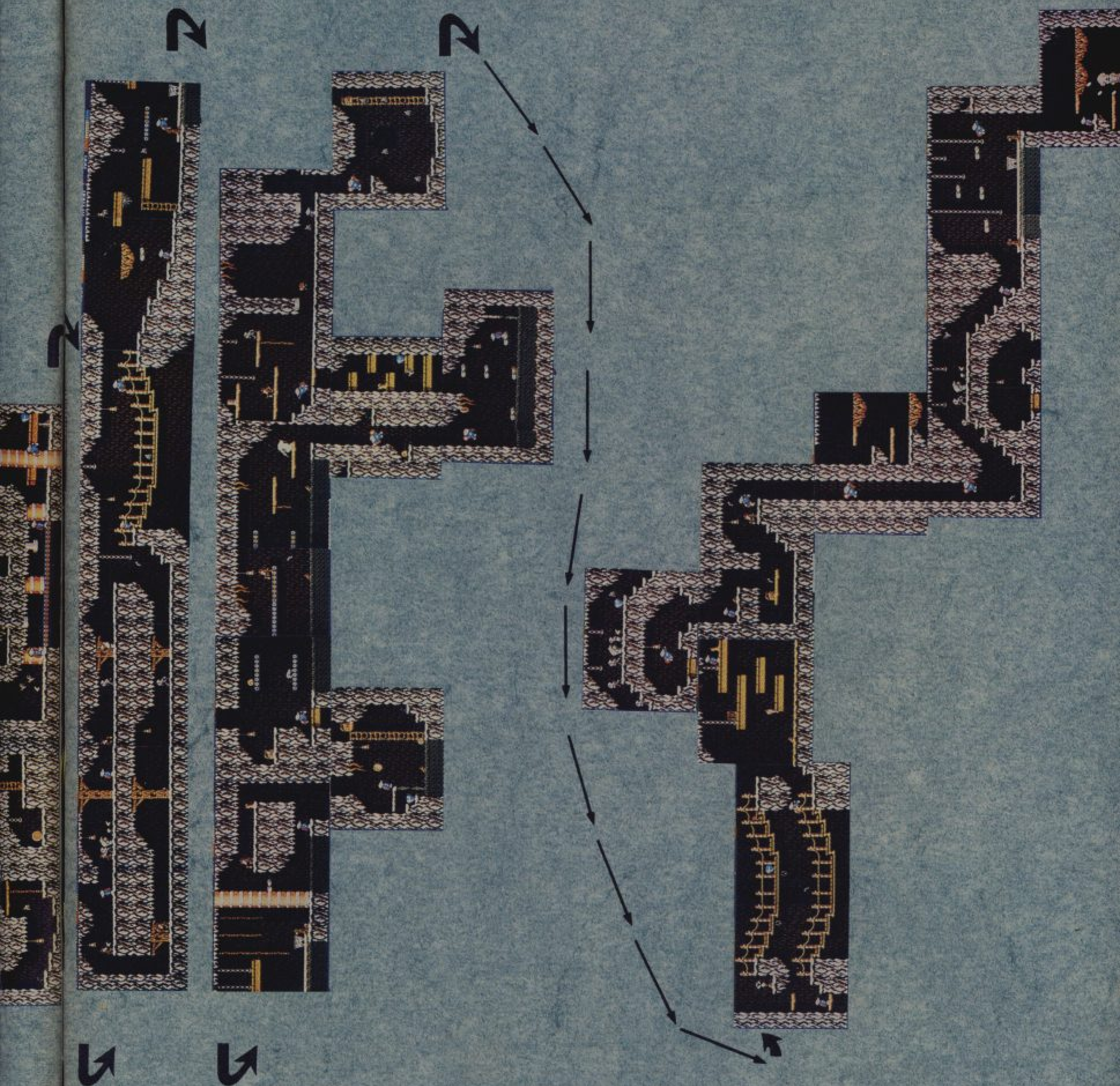
COLLECTING EVIDENCE

- To collect the tissue sample, go to JD's farm on the first day and kill the ant. Then kill the others which appear on the overhead view and you should get a piece of ant. Alternatively, you can wait in your house on June 3rd until about 9 AM, when Ben Johnson calls round, and hands over an ant leg he found in the quarry.
- There is no set way of finding an ant track to make a cast of, but your best bet is to go to one of the volcanoes.
- To get the ant body fluid, stay at home on June 2nd and at about 9 AM, Jackie should knock on the door. Go with her to the scene of the car crash and you will find some fluid. You can

IMPOSSAMOLE MAP

LEVEL 1



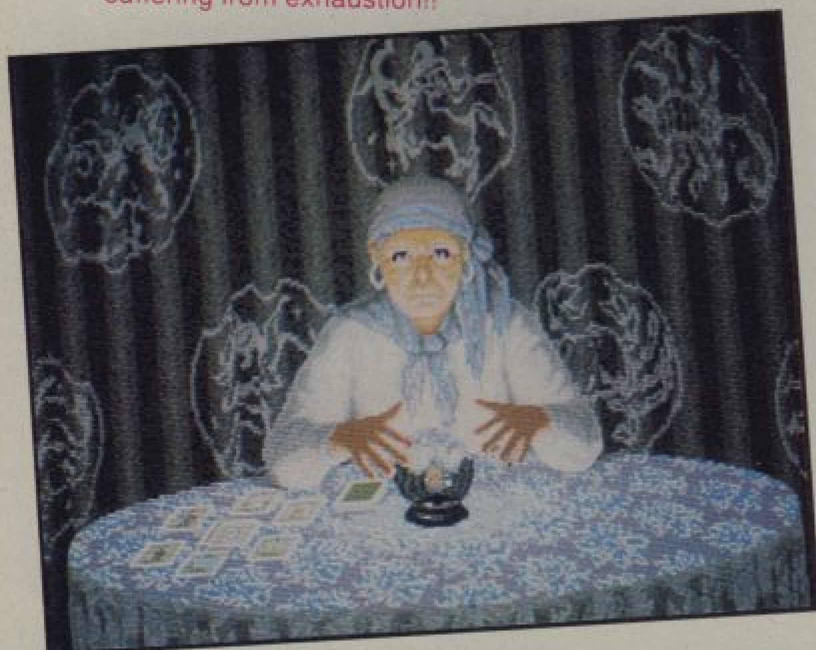






also collect this from the quarry (when the workmen call you), from Neptune Hall, and after an ant fight.

- To make a tape recording of the ants you'll need to visit the police station every day after June 3rd. Eventually you will be offered a cassette found at the scene of the car crash. Alternatively, you can use the sound recording facilities on board Louie's plane. Just fly the plane over any ant then land back at the airport. Also, you are sometimes given a tape by the miners. The ants' nest is located directly south of mine one. The strange happenings around the pipeline are a red herring. Bert Lamont is paying the Hellcats to scare some land owners so that they will sell him their land cheap.
- If you invite Jackie to stay at your house and she offers to "thank you properly" (fnar!) for letting her stay, don't accept or you'll be in hospital the next morning suffering from exhaustion!!
- On the 9th June you must go to the farm south of town and save the scientist or he will be killed. After that, go straight to the south-west volcano cone and save Elmer, because if he is killed you won't be able to refill the flame thrower (which you need in the ants' nest). If Biff tells you that Jackie has gone missing, go to the farm south of town. She will give you some interesting information.
- The easiest way to complete the game is to fly to mine one and land your plane on the dirt track. Walk to the building then walk directly south. An ant will appear from a hole in the ground. Kill it then drop down the hole and you will find yourself in the ants' nest. There are two levels to the nest and the queen is on the lower one. When you find her, move towards her and you should hear a clicking sound, so get back to the exit on the double!



C64

MYTH

From the Norse Legends level onwards you can collect all the available weapons and items just by holding down the A and ? keys. Sean Thompson of Dublin found that out.

OPERATION THUNDERBOLT

This took it's time coming out, but Simon Trosper of Loughborough wasted no time in discovering the game's cheat mode. Play the game, get onto the high score table and enter your name as EDOM TAEHC (which is CHEAT MODE backwards). When you restart the game you will be in infinite-continue mode!

NEW ZEALAND STORY

Simon Trosper comes to Tiki's rescue with this handy cheat mode which entails typing in TRY CHEATING once the game has loaded. The border will turn grey and, as Simon says, "Bingo!", you now have infinite lives and a press of the back arrow key puts Tiki at the start of the next level.

SUPER WONDER BOY

Here's another tip from old Simes Trosper that makes defeating those end of level bosses a tad less risky. Just find the door to his chamber, then instead of going inside straight away, bomb it, through lightning bolts at it, anything. When you think you've dropped enough, press the space bar to kill it. If you now go inside you should find that the boss is gone and whatever treasure he was hiding is ready to be collected.

BATMAN - THE MOVIE

Chemistry was never my strong subject, and if you're the same, you might like to know the correct combination of cosmetics is:

GREEN SPRAY CAN
PURPLE CREAM POT
YELLOW SPRAY CAN

You've got Mark Sharpley of Macclesfield to thank for that.

GEMINI WING

Following last month's Amstrad passwords, here are the codes for the C64 version of Virgin's shoot 'em up. To use them, go to the password screen and type in:

MRWIMPEY
for level two
CLASSICS
for level three
WHIZZKID
for level four
GUNSHOTSfor level five
DOODGUYZ
for level six
D.GIBSON
for level seven.

Alan Strain of Holytown is the man behind that information.

HURRAH!!!

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GHOULS 'N' GHOSTS

To get this game into cheat mode, get onto the high score table and type in WIGAN RLFC. Now you can equip yourself with armour during the game just by pressing A, and jump to the next level by pressing S. So says James Hicks of Witham.

SPECTRUM

GUARDIAN II

A never-ending supply of spacecraft can be yours if you have a Multiface poke-machine. Just load in the game, then reset and:
POKE 50233, 0
Restart the game and start blasting. Many thanks to Paisley's own Thomas Campbell for that one.

WONDER BOY

Now this arcade conversion has returned on the Hit Squad label I thought the cheat mode sent in by Alan Cairney might come in handy. Play the game in two player mode, then as soon as you pick up the skateboard, quit by pressing DELETE and EXTENDED MODE. Now restart the game and you should find yourself back at the start of the game with all your lives and your skateboard.

SHINOBI

Alan Cairney he say if you want infinite lives in this game, redefine the keys as G R U T S. Then redefine them properly and when you start the game, old Shin should be unstoppable!

GAME BOY

NEMESIS

Terry Lane of Fulham has sent in the cheat mode for my favourite Game Boy blast. Start the game and press START to pause, then press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. You will now have all the weapons, but no speed-ups.
The other tip (which I discovered myself) regards the way to the bonus level. Near the end of the second level there's a sort of writhing mass that chucks out bombs. Blast it until it stops firing, then move towards it. You should now appear in a level full of bonus point and extra life icons.

LYNX

BLUE LIGHTNING

Our very first Lynx tips! Clint May of Manchester sent in all nine passwords for this great-looking shoot 'em up and they are:

MISSION ONE: AAAA
Destroy enemy aircraft
MISSION TWO: PLAN
Destroy land and sea targets
MISSION THREE: ALFA
Engage and destroy enemy convoys
MISSION FOUR: BELL
Fly through canyon destroying enemy tanks
MISSION FIVE: NINE
Fly low and knock out enemy radar installations
MISSION SIX: LOCK
Deliver documents to a hidden airstrip
MISSION SEVEN: HAND
Destroy enemy radar installations
MISSION EIGHT: FLEA
Night-time bombing run
MISSION NINE: LIFE
Destroy tanks and radar but not friendly forces.

GATES OF ZENDOCON

Clint May sent in all 51 passwords for this game, but I thought instead of giving you those, I'd tell you how to reach the hidden level. Enter TRYX as the level code, then as soon as you get going, press down and right to go through the floor (do it quickly to avoid crashing). Once you're down there, dodge the obstacles and go through the gate to collect all the weapons.





SUPER TANK SIMULATOR

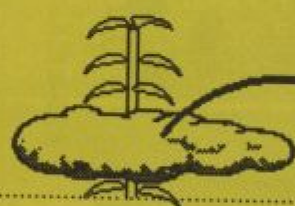
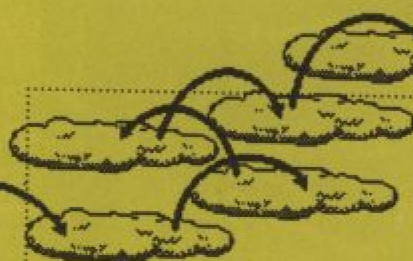
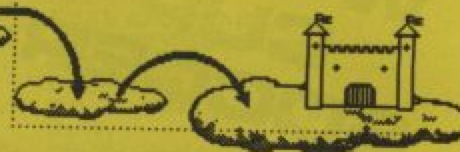
Thomas Campbell of Paisley gives you the power of immortality in this niffy Code Masters game. All you have to do is pause the game, type in the word STANK (how appropriate) and Bob is what you might call your uncle.

FANTASY WORLD DIZZY

Loads of people have sent in solutions to this popular game, but if you're one of the ones who are still stuck, here's the complete solution, as sent in by Jonathan Portlock of Keighley.

- Pick up the jug of water and drop it next to the fire to put it out.
- Pick up the stale loaf and put it in the path of the rat.
- Get the boulder from the other side of the alligator and drop it in the entrance hall.
- Pull the lever to open the portcullis.
- Get the bone and the first golden key and drop it in the entrance hall.
- Get the rope from Denzil and drop it in the entrance hall.
- Pick up the bone and one of the boulders. Swap the bone for the boulder in the cave next to Armorog.
- Go to the screen after the dizzy hawk and drop both boulders in the water.
- Go and get the other boulder and drop that in the

FANTASY WORLD DIZZY

FROM THE BEANSTALK TO THE CLOUD CASTLE

same place.

- Go and get the sleeping potion from Dozy and also pick up the golden key.
- Go and drop the sleeping potion in front of the dragon and pick up the bag from the top of the well.
- Pick up both the keys from the entrance hall and put them in the lift control.
- Go and get the other key from the bottom of the volcano and put it in the lift control.
- Go and talk to Dylan.
- Pick up the pygmy cow.
- Find Grand Dizzy and get the crowbar from him then put on top of the well.
- Find the shopkeeper and swap the cow for abean.Get the golden key from the chapel and put it in the last lift control.
- Put the bean in the manure.
- Get the door knocker and pick axe from around the Grand Dizzy.
- Put the door knocker where it says "Knock and enter".
- Get the bucket and drop it on the puddle at the bottom of the volcano.
- Drop the bucket of water on the manure.
- Climb the beanstalk as far as the first cloud, then follow the diagram.
- Once in the castle, collect the dragon egg.
- Take the egg to the green dragon and put it next to the other one. Walk past.
- Use the pick axe on the next level on the left and get the rug.
- Put the rug on the spikes in the castle.
- Jump up to the lever and walk into it. Wait until it gets level with the table then walk into Daisy.
- Now use the map to find the coins and take them to Daisy's hut.



SEGA

WONDER BOY III

Here we have a guide to this game's secret rooms by Ian Hodgkinson of Underwood.

- Climb over the pyramid and you will find a sphinx containing a life heart. Go inside and use your sword to destroy the left wall and walk outside. Loot the first chest, then walk to the second and push up. Enter the sphinx again but this time go to the right. Loot the second chest. All the others are empty so you may as well leave.
- As Mouse Man, head left past the two fireball spitting clouds and you will come to a maze of mouse blocks. Climb to the top left of the maze, then when you're off the screen, jump and you should find yourself in a secret treasure room.
- If you enter the basement in the village, where the first life heart is, you can enter a hidden shop by standing in front of the door on the left of the chest and jumping up. While in the air, push up and a magical weapon shop appears (though only the lion can buy all the items).
- On the way to the Samurai Dragon you will find yourself in several dead ends. Go right to the end of these and push up and you might well find a hidden shop or hospital.
- Go to the sphinx as Birdman, then fly to the top of the treasure room, get out and land on the roof. Push up and you're in the pyramid!
- If you've used a password to get a long way into the game, but want to earn some extra credibility, go to the room which leads to the transformation chamber. Go one space to the right of block which contains the question mark and push up to reveal a door. Go through the door and you will be in the pyramid, a mere stone's throw away from the Mummy Dragon. You will now find that all the dragons are seriously weakened and die with only a couple of sword blows!

NINTENDO

TROJAN

Justin Bailey of Erith reckons that when Mr Trojan dies, you should press UP and START simultaneously on the title screen to restart the game on the last level you were on.

PC ENGINE

DUNGEON EXPLORER

Kuldeep Chopra of London has discovered how to control all five characters from one joystick, but you'll need a proper 'stick like the XE-1ST, not a joypad. Hold down SELECT while you're switching on the power, then on the title screen press RUN (still holding the SELECT button) to go to the player select screen. Keep pressing the RUN button and you should see Japanese text followed by full stops. When this has happened five times (it takes a while) release SELECT, and all five players should now be under your control.

WORLD CUP SOCCER



Games

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HIGH SCORES

Here's the definitive guide to record scores - the Official UK Highscore Table. All scores are passed by our panel of experts - if you have a record score, why not send it in on a challenge form? The address is C+VG CHALLENGE, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

SEGA

ACTION FIGHTER
8,763,400 Jay Brown, Banbury, Oxfordshire
AFTERBURNER
17,404,100 Kenneth Rorie, Craigshill, Livingston
ALEX KIDD (LOST STARS)
1,294,500 Dennis Watts, London
ALTERED BEAST
570,900 Hywel Davies, Maehen, Gwent
AMERICAN PRO FOOTBALL
111-0 Alan McPherson, Giffnock, Glasgow
ASTRO WARRIOR
1,280,600 Grant Wolstenholme, Blackburn, Lancs
AZTEC ADVENTURE
256,400 Peter Ramdine, Stafford
BLACK BELT
4,293,156 Harry Webb, Glasgow
BLADE EAGLE 3D
89,000 Richard Bell, Beddington, Surrey
BOMBER RAID
1,116,700 M G Baker, E Grunstead, W Sussex
CALIFORNIA GAMES
HALFPIPE: 87,520 Hywel Davies, Maehen, Gwent
FOOTBAG: 146,310 James May, Birchington, Kent
SURFING: 9.8 Robert Wigston, Lanarkshire, Scotland
SKATING: 4820 Stefan Borson, Manchester
BMX: 154,950 Daniel Curley, Ancoats, Manchester
FLYING DISK 1700: Anthony Leeds, Halesowen, W Midlands
CASINO GAMES
PINBALL: 492,270 Karl Marsh, Oldham, Manchester
CHOPLIFTER
1,400,000 Kenneth Rorie, Craigshill, Livingston
217,600 Kai-Ling Ho, Stanford-Le-Hope, Essex
DOUBLE DRAGON
619,460 Andrew Jackson, Jarrow, Tyne & Wear
DYNAMITE DUX
747,180 Andrew Bowley, Melton Mowbray, Leics
FANTASY ZONE
109,848,000 M G Baker, Grinstead, Sussex
FANTASY ZONE II
9,541,980 Jon Evans, Walsall
GALAXY FORCE
415,250 P Barrow, Chorley, Lancs
GANGSTER TOWN
605,760 Hywel Davies, Maehen, Gwent
GLOBAL DEFENCE
541,160 Anthony Hoult, Walsall
GHOST HOUSE
1,388,500 James Denham, London
GREAT BASEBALL
22-01 Robert Gammon, Bedford
GREAT BASKETBALL
63-0 Stewart Cole, Nanborough, Leics
GREAT GOLF
70 Alan McPherson, Giffnock, Glasgow
GOLDEN AXE
217.0 Martin Lucas, Lincoln, Lincs
HANG-ON
8,553,264 Euan Matheson, Rosshire
KENSEIDEN
558,400 Paul Houghton, Dorset
MY HERO
14,978,820 Hywel Davies, Maehen, Gwent
OUT RUN
55,120,400 Richard Ellicot, NSW, Australia
PENGUIN LAND
Level 22 Steven Gemmell, Harefield, Middx
POWER STRIKE
65,242,300 Paul Stokes, Aberdare
PRO WRESTLING
555,000 Andrew Doyle, Preston, Lancs
QUARTET
3,170,810 Gareth Wills, Bristol
RAMBO III
88,850 Scott Wilson, Deal, Kent
RAMPAGE
851,600 David Barden, Norwich
RASTAN
1,400,320 Jamie Adkins, Southend, Essex
RESCUE MISSION
574,000 Martin Fox, Beeston, Beds
R-TYPE
7,499,300 Hywel Davies, Maehen, Gwent
SAFARI HUNT
6,017,900 Gareth Clark, Banbury, Oxon
SECRET COMMAND
3,315,000 Julian Lloyd, Leamington Spa, Warks
SHINOBI
1,321,000 John Moulding, Sunderland
SPACE HARRIER
45,144,160 Matthew White, Oldbury, W Midlands
SPACE HARRIER 3D
17,214,740 Matthew Horne, London
THUNDERBLADE
2,660,000 Steven Rubbery, Dudley, W Midlands
VIGILANTE
163,700 Gareth Clarke, Banbury, Oxon
WONDERBOY (MONSTERLAND)
10,509,990 William Wong, Nr Stockport, Cheshire
WONDERBOY III
350,100 Wai-Yin Man, Brighton, E Sussex
WORLD SOCCER
33-0 Peter Garnett, Knutsford, Cheshire
ZILLION II
1,025,900 J Cunningham, Sevenoaks, Kent

MEGADRIVE

AFTERBURNER
12,356,723 Julian Rignall, C+VG
ALTERED BEAST
2,209,900 Joel Cullen, Hants
FORGOTTEN WORLDS
1,223,400 Julian Rignall, C+VG
GHOULS AND GHOSTS
362,900 Paul Bristow, Erith, Kent
GOLDEN AXE
303.5, Kevon Ross, Sutherland, Scotland
NEW ZEALAND STORY
281,200 Michael McGuinness, Bolton, Lancs
RAMBO III
962,700 Rex Helsingborg, Sweden
SPACE HARRIER II
26,510,700 Christopher Giles, Ashford, Kent
SUPER HANG-ON
Beginner: 49,800,100 Julian Rignall, C+VG
Junior: 36,177,880 Glen Williams, London
Senior: 31,627,340 Paul Stokes, Aberdare, Wales
Expert: 51,872,300 Glen Williams, London
SUPER SHINOBI
2,100,100 Wai Lin Man, Brighton, E Sussex
TATSUJIN
1,462,270 David Moore, Southend, Essex
THUNDERFORCE II
2,560,090 Paul Bristow, Erith, Kent
ZOOM
104,880 Paul Stokes, Aberdare, Wales

NINTENDO

BALLOON FIGHT
715,150 Tom Wennberg, Halmstad, Sweden
CASTLEVANIA
999,999 Lee Watkins, Bristol
DUCK HUNT
1,244,000 Danny Stevens, Stratford
GOLF
65 Tom Wennberg, Halmstad, Sweden
ICE CLIMBER
917,000 Tom Wennberg, Halmstad, Sweden
KUNG-FU
1,221,800 Rex, Helsingborg, Sweden
GHOSTS AND GOBLINS
105,700 Iain Bowden, Bearsden, Glasgow
GRADIUS
12,670,000 Julian Rignall, C+VG
LIFE FORCE
686,730 Steffen Sletvold, Norway
MEGA MAN
1,101,600 Steffen Sletvold, Norway
OPERATION WOLF
1,046,650 Byron Chan, Singapore
PRO-AM RACING
305,692 M C Warlock, Plymouth
RUSH 'N' ATTACK
1,203,700 Paul Stokes, Aberdare, Wales
SUPER MARIO BROS
9,999,990 David Hillhouse, Workington
SUPER MARIO BROS II
Completed Julian Rignall, C+VG
TOP GUN
175,000 M C Warlock, Plymouth

GAMEBOY

SUPER MARIOLAND
999,999 John Youssef, Formby, Merseyside
TETRIS
311,627 Gareth Harper, Co Londonderry, N Ireland
QUARTH
1,400,500 Julian Rignall, C+VG

PC ENGINE

ALIEN CRUSH
110,301,300 Steve Creasey, Dorking, Surrey
ALTERED BEAST
576,900 Anthony Bird, Cheshire
ATOMIC ROBO-KID
9,691,500 Rex Helsingborg, Sweden
BLOODY WOLF
1,084,100 Satnam Bains, Southall, Middlesex
CHAN AND CHAN
1,519,500 William Wong, Nr Stockport, Cheshire
DEEP BLUE
201,930 Steve Creasey, Dorking, Surrey
DRUNKEN MASTER
999,999 Bryan Servante, Stevenage
DRAGON SPIRIT
1,162,372 Andrew Dowling, London
FANTASY ZONE
8,672,840 Danny Gleghorn, Worksop, Notts
GALAGA 88
1,436,480 Bryan Servante, Stevenage
GUNHED
14,067,810 Rolf Simonetta, Oefwil, Switzerland
LEGENDARY AXE
3,676,260 Dave Rose, Boreham Wood
NINJA WARRIORS
227,250 Anthony Bird, Cheshire
ORDYNE
455,900 Julian Rignall, C+VG
P-47
1,279,840 Danny Gleghorn, Worksop, Notts
R-TYPE
973,300 Onn Lee, Nottingham
PACLAND
1,113,100 Graham Prior, Shinfield, Reading
ROCK ON
39,229,400 Rex, Helsingborg, Sweden
R-TYPE II
167,200 Rex, Helsingborg, Sweden
SHINOBI
280,600 Tim Morris, Stoke-On-
SIDEARMS
1,555,900 Julian Rignall, C+VG
SON SON II
846,990 Martin Harris, Burton-On-Trent, Staffs
SPACE HARRIER
31,271,260 Anthony Bird, Cheshire
SUPER WONDERBOY
1,096,860 David Skipper, Skipton, N Yorks
TWIN HELI
4,272,000 Rolf Simonetta, Oefwil, Switzerland
VICTORY RUN
19:22:23 Satnam Baines, Southall, Middlesex
VIGILANTE
142,090 Tim Morris, Stoke-On-Trent, Staffs

C64

ALTERED BEAST
356,400 C Maddocks, Killamarsh, Sheffield
APB
49,655 C Maddocks, Killamarsh, Sheffield
ARMALYTE
38,067,400 Simon Hudson & Ian Gentry, Hillingdon, Middx
BATMAN - THE MOVIE
616,420 Gaspart Arnand, Belgium
BOMBUZAL
356,000 Sig Sejersen, Denmark
BUBBLE BOBBLE
6,341,420 Kevin Killen, Romford, Essex
CABAL
243,794 Gareth Meney, Strathclyde, Scotland
DENARIS
417,700 Carl Patterson, Walsall, W Midlands
DRAGON NINJA
760,000 Matthew Hill, Adelaide, Australia
GHOULS AND GHOSTS
4,171,800 Simon Hudson, Hillingdon, Middx
IK+
588.000 Ste Markey, Liverpool

HIGH SCORES

LAST NINJA II
999,999 Andre Hastings, Australia
NEW ZEALAND STORY
3,415,600 Luke Hetherington, Yeovil
NINJA WARRIORS
172,470 Gary Crane, Stamford, Lincs
OPERATION WOLF
1,000,300 B Hardcastle, Cranleigh, Surrey
POWERDRIFT
Course B: 880,290 Steven Ball, Romford, Essex
RAINBOW ISLANDS
2,221,930 Adam Stanley, Folkestone, Kent
RAMBO III
962,400 Wolfman D, Nelson, Lancs
RENEGADE III
79,995 Jukka Piira, Finland
ROBOCOP
1,950,000 Scott Langford, Redcar, Cleveland
R-TYPE
1,078,600 Craig Kerwin, Queensland, Australia
SALAMANDER
303,400 David Leitch, Milton, Glasgow
SILKWORM
1,288,900 Christer Bjorkman, Finland
TEST DRIVE II
203,850 Paul Warwick, S Victoria, Australia
TURBO OUT RUN
15,900,000 Steven Gemmell, Harefield, Middx
UNTOUCHABLES
86,895 Brian Lee, Kincorth, Aberdeen

ST

AFTERBURNER
62,731,830 Damion Williams, Bearsden, Glasgow
ALIEN SYNDROME
936,800 Andrew Stamp, Portsmouth, Hants
ALTERED BEAST
473,000 Gary Liew, London
ARKANOID II
525,630 Jaspal Jandu, London
BAAL
287,450 Jan Dobrodumow, Bradford, W Yorks
BACKLASH
1,450,800 James Boyd, London
BATMAN THE MOVIE
577,130 Irfan Mubarak, Peterborough, Cambs
BEYOND THE ICE PALACE
199,430 Richard Jeffries, Haddenham, Bucks
BLASTEROIDS
7,473,325 Richard Halton, Horwich, Bolton
BLOOD MONEY
340,000 Chris Hall, Houghton-Le-Spring, Tyne & Wear
BUBBLE BOBBLE
6,345,720 Colin Tracey, Colchester
BUGGY BOY
107,340 Colin Tracey, Colchester
CONTINENTAL CIRCUS
4,802,260 Peter Graham, Newtownabbey, Co Antrim
DRAGON NINJA
110,120 Philip Hogg, Liverpool, Merseyside
DYNAMITE DUX
737,590 Andrew Mummery, Sittingbourne, Kent
EMPIRE STRIKES BACK
550,166 Ian Pinder, Pudsey
FORGOTTEN WORLDS
59,300 Timothy Hodges, Peterborough, Cambs
GHOULS AND GHOSTS
9,996,983 Andrew Dowling, London
IK+
243,600 Andrew Newton, Wigan
IKARI WARRIORS
79,400 Stephen Simpson, Otley, W Yorks
INDIANA JONES ARCADE
14,100 Tim Beer, Streatham, London SW16
LED STORM
806,950 Richard Davis, London
LICENCE TO KILL
82,430 Timothy Hodges, Peterborough, Cambs
NEW ZEALAND STORY
600,125 Stephen Simpson, Ottley, W Yorks
OPERATION WOLF
308,400 David Chung, Leeds, N Yorks
OUTRUN
54,877,900 Gerallt Evans, Machynlleth, Dyfed
PACLAND
217,526 A Redfearn, Huddersfield, Yorkshire
PAPERBOY
70,250 Ian Currigan, Birmingham
POWERDRIFT
1,750,044 Chris Skok, Epsom, Surrey
RAINBOW ISLANDS
1,325,770 Chris Skok, Epsom, Surrey
RED HEAT
103,843 Philip Waite, Bradford, W Yorks
ROBOCOP
401,220 Aaron Kramer, Morayshire
R-TYPE
523,220 Horness Spencer, Redditch, Worcs
SIDE ARMS
2,050,800 Stu, Melton Mowbray, Leics
SPACE ACE
28,800 John Bowden, Grays, Essex
SPACE HARRIER
6,143,100 Ben Key, Sheffield
STARGLIDER II
529,599 Stephen Simpson, Otley
STAR WARS
2,684,896 Stephen Simpson, Otley, W Yorks
STRIDER
3,896,999 Andrew Dowling, London
SUPER HANG-ON
36,621,214 David Bibby, Dartford, Kent
SWITCHBLADE
243,540 Paul O' Keeffe, London SE14
THUNDERBLADE
618,510 Richard Davis, London
VINDICATORS
496,100 Stephen Simpson, Otley
XENON
8,944,860 Colin Tracey, Colchester, Essex
XENON II
1,556,850 Colin Tracey, Colchester, Essex

AMIGA

AFTERBURNER
16,189,480 Remko de Gilde, Holland
BARBARIAN II
676,753 Daniel Sprangers, Gressendam, Holland
BATMAN THE MOVIE
2,007,600 Martin Allsop, Burton-On-Trent, Staffs
BLOOD MONEY
205,400 Colin Tracey, Colchester, Essex
CONTINENTAL CIRCUS
5,205,460 Mr B, Colne, Lancs
DOUBLE DRAGON II
200,170 Colin Tracey, Colchester, Essex
DATASTORM
822,290 Julian Rignall, C+VG
DENARIS
315,280 Stu+Tony, Chelmsford, Essex
DOGS OF WAR
341,900 Jimmy Gustaffson, Sweden
DOMINATOR
219,947 Daniel Sprangers, Gressendam, Holland
DOUBLE DRAGON II
201,774 Darren Payne, Oxford, Oxon
FORGOTTEN WORLDS
742,190 Philip Newland, Beckenham, Kent
GUNSHIP
61,480 Fred Newberg, Dusseldorf, W Germany
HYBRIS
3,567,295 Colin Tracey, Colchester, Essex
INDIANA JONES ARCADE
37,300 Remko de Gille, Holland
LED STORM
574,478 Steven Howard, Lowestoft
LICENCE TO KILL
39,573 Lior Meiry, Israel
NEW ZEALAND STORY
3,413,474 Colin Tracey, Colchester, Essex
OPERATION WOLF
1,021,122 Jegi Rahi, Crayford, Kent
PACMANIA
37,450,320 Colin Tracey, Colchester, Essex
PAPERBOY
107,150 David Pocock, S Croydon, Surrey
POWERDRIFT
2,007,272 Mr B, Colne, Lancs
RAINBOW ISLANDS
99,999,990 Colin Tracey, Colchester, Essex
RICK DANGEROUS
744,550 Casey Gallacher, Reading, Berkshire
ROADBLASTERS
3,245,336 A Lepri, Genova, Italy
ROBOCOP
374,210 Philip Newland, Beckenham, Kent
SILKWORM
3,000,420 Martin Allsop, Burton-On-Trent, Staffs
SPACE ACE
22,650 Paul Rand, C+VG
SPACE HARRIER
7,566,980 Allan Black, Desborough, N Hants
STARGLIDER II
385,492 Kevin Griffiths, Wolverhampton
STRIDER
590,650 Martin Hills, Sittingbourne, Kent
SUPER HANG-ON
22,118,682 Richard Shaw, Keyworth, Notts
SWORD OF SODAN
447,250 Carl Bates, Woolwell, Plymouth
TEST DRIVE II
274,370 Petri Nissi, Finland
XENON II
7,692,280 David Hansson, Partille, Sweden

SPECTRUM

AFTERBURNER
59,555,000 John Bristow, Erith, Kent
BATMAN - THE MOVIE
999,990 Paul Foster, Bolton
CHASE HQ
14,349,216 Gerard Brennan, Houghton-Le-Spring, Tyne and Wear
CRAZY CARS II
522,114 Martin Lunn, Sutton Coldfield, W Midlands
DRAGON NINJA
1,102,080 Chris Thompson, Chorley, Lancs
FORGOTTEN WORLDS
689,800 Fraser Spears, Birmingham
MYTH
65,868 Chris Thompson, Chorley, Lancs
NEW ZEALAND STORY
560,360 Chris Thomspon, Chorley, Lancsey
OPERATION THUNDERBOLT
1,000,298 Chris Thompson, Chorley, Lancs
OPERATION WOLF
914,830 Martin Hills, Sittingbourne, Kent
OUT RUN
31,065,250 Kieran Kelly, Cloughborough, Leics
RAINBOW ISLANDS
836,860 Adrian Dunleavy, Burnley, Lancs
ROBOCOP
1,982,240 Fraser Spears, Birmingham
SHINOBI
52,030 Steve Wilson, Deal, Kent
THUNDERBLADE
2,789,010 Richard Voller, Beckenham, Kent
TURBO OUT RUN
419,520 Oliver Hurley, Lydney, Gloucester
WEC LE MANS
439,920 Richard Bilsborrow, Liverpool

AMSTRAD

AFTERBURNER
28,714,950 Thurstan Johnston, Richmond, Surrey
APB
$58,780 Andrew Buckly, Reading, Berks
BARBARIAN II
42,590 James Bell, West Wickham, Kent
BATMAN THE MOVIE
343,440 James McAllister, Brentwood, Essex
BLASTEROIDS
128,750 John Stay, Lincoln, Lincs
BUGGY BOY
129,190 Neil Collman, Hemel Hempstead, Herts
CRAZY CARS
14,870,030 Karl Rudolf, Redditch, Worcs
CRAZY CARS II
752,966 Morten Ludvigsen, Nesna, Norway
CHASE HQ
14,345,264 Mark Newman, Beckenham, Kent
CYBERNOID II
136,250 Thurstan Johnston, Richmond, Surrey
DARK SIDE
6,518,000 Stu, Melton Mowbray, Leics
DRAGON NINJA
1,090,225 James Sparshott, Orpington, Kent
DYNAMITE DUX
156,810 Tim Goldsby, Cheltenham, Glos
HARD DRIVIN'
511,727 Andrew Buckley, Reading, Berks
MR HELI
243,980 Ben Patchesa, Scaldwell, Northants
OPERATION THUNDERBOLT
466,400 Mark Homan, Henleaze, Bristol
OPERATION WOLF
525,650 Scott McCulloch, Irvine, Scotland
OUTRUN
56,708,370 R McDonald, Thurnby, Leics
PAPERBOY
31,850 Martin Smith, Pedmore, W Mids
ROBOCOP
2,974,000 David Nicholas, Bracknell, Berks
SHINOBI
89.730 Iain Clark, W Mids
TETRIS
24,280 James Lodge, Belper, Derbyshire
TURBO OUTRUN
568,150 Jaspal Sohal, Wolverhampton
UNTOUCHABLES
52,300 Andrew Crowley, Swansea, Wales

Intron

GROUNDSEL is a plant with all th... of a first-clas... are capab... almost... sym... pust... groun... not in... There a... of other, n... that are cand... form of treatme... ous species of pu... weed hosts and p... results were obtai... early 1980s when p... *chondrillina* was use...

its short life cycle it can multiply at an alarming rate, flowering in every month of the year. ... flower

groundsel suffers from a rust disease. This is called *puccinia lagenophorae* and its symptoms are small brown pustules on the leaves and st...

secondary infections by systematically treating rusted groundsel with another fungus isolated from soil, called *botrytis cinerea*. The results were devastating; stems of

...y problems in mod... The most obvi... ultimate fate ...owed in the ...rse was ex... ...nomers ...ctrum ...e of ...e ...ts.

The realisatio... telescope in space offers the... beginnings and foretell an end says **Nichola...**

NEXT WEEK Nasa launches perhaps the most sophisticated instrument ever sent into space. The Hubble Space Telescope — named after an American pioneer of cosmology — promises to revolutionise astronomy and our perception of the universe. High above the distorting influence of our atmosphere, Hubble's 94-inch eye will have the clearest picture of the universe we have had.

In purely numerical terms, the telescope will increase the volume of the known universe by a factor of 100. Astronomers are expecting a corresponding quantum leap in their understanding.

The idea for a telescope in space was first mooted in the 1920s. Our view of the universe from Earth's surface is hampered by the atmosphere: it acts as a blanket which filters out the full range of radiation emitted by objects in space. Only certain wavelengths, specifically, visable light, part of the infra-red and some radio frequencies, can get through.

"In a sense all the images we have had up until now are 'dirty' ones," says Professor Malcolm Longair, director of Edinburgh's Royal Observatory. "Atmospheric turbulence also causes problems. Even gravity leads to distortions of telescope optics."

During the early years of the Space Age, unexplored regions of the spectrum were eagerly investigated with satellites. Optical astronomers — having the advantage of being able to do research from the ground — decided that if they were going to have a telescope it should be a biggie, a 3-metre mirror operated by astronauts. Throughout the 1970s, Nasa lobbied hard for this "Large Space Telescope", using all it had at its command, tion," adds Peter Jakobsen.

Astronomers who have built the scientific instruments have "guaranteed" access to the telescope for 200 hours. Jakobsen himself is interested in primordial clouds of gas created when the universe was a tenth of its present age. "We do not know whether they are still around today, or whether they evaporated or coalesced into galaxies.

"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know anything about." The same philosophy is echoed by the project's decade, adding a bill of $7 million per month while it was kept in storage. During congressional hearings to secure additional funds, administrator James Beggs tried to impress the political keepers of the purse by claiming the Hubble telescope was the eighth wonder of the world. "It ought to be at that price," a Congressman was heard to retort.

Such delays and spiralling costs led to criticisms that it is an idea behind its time. The wasn't." The Faint Object Camera will be used to assess the mass distribution in galaxies, so that theorists can try to pinpoint where this mass might be. "We'll have a far harder look at the Milky Way, so we may find out what causes star formation," adds Peter Jakobsen.

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"We really don't know what's out there," Peter Jakobsen says. "The best discoveries are the ones we don't know any-

photon-counting techniques d... veloped by Alec Boksenberg, now director of the Royal Greenwich Observatory. The FOC extends Hubble's visio... well into the ultraviolet, ra... tion which is normally absorbed by asmospheric oxygen and ozone.

"Generally speaking, ultraviolet radiation is emitted by hotter objects," says Malcom Longair. "There's an awful lot we can learn about the universe at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of known objects, scientists will have a clearer picture of their temperature, physical and chemical properties.

Hubble's technological superiority is a constant refrain in Nasa's publicity effort, the ultimate expression of hyperbolic gee-whizzery. Its main reflecting mirror is so optically perfect that if it were scaled up to the size of Australia its mirror would have deformations no larger than an ant. Its pointing ability is equivalent to throwscope. "They're the sort you"ll find in any Earth-based observatory," says Malcolm Longair. "You might call them an astronomer's tool box."

The European Space Agency provided the "Faint Object Camera" (FOC) which uses photon-counting techniques developed by Alec Boksenberg,

...cent ...that Bri... ...tion co... ...ant powe... ...telescope. ...have built the large s... ...ays which ...in para... ...h the... ...e an... ...on to the Sun. T... ...they unfurl aft... what myst... ...des... project offi... ...s a ... logic... ...Design... open ... ...en blinds, will be replaced every fi... years by astronauts o... replenishment flight...

Hubble was alway... ered a long-term pr... neers are already test... second set of solar ar... violet radiation is emitted... hotter objects," says Mai... Longair. "There's an a... we can learn about the ... verse at ultraviolet wavelengths." Indeed, astronomers class this part of the spectrum as the "FM band" because of the detailed information the radiation carries about objects.

The strongest spectral lines of the most common elements in the universe, are chemical fingerprints characteristic of each element's unique way of ESA's Hubble co-ordinator.

Europe has a 15 per cent stake in the project so that Brit ish astronomers are extensively involved in the project. Another UK connection concerns the all-important power supply for the 11-ton telescope. British Aerospace have built the large solar arrays which

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COMPETITION RESULTS

Here are the results to the comps held in the April edition of C+VG. All Megacomp claims have been sent to US Gold and are currently being processed, so if you're a winner, expect your prize to appear within the next four weeks.

APRIL HOTLINES

LINE ONE - MEGADRIVE

Coo heck! JOHN STOKES of BASILDON is the lucky, lucky winner of this dead raunchy mega-console.

LINE TWO - COPIES OF E-MOTION

Very E-motional giveaway, this - 10 copies are going to...
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LINE THREE - £150 WORTH OF SOFTWARE

Smashing through WAYNE DAVIES door in STEVENAGE very soon will be a ginormous parcel of software. Hurrah!

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THE C+VG CHALLENGE

Got a couple of records in the highscore tables? Think you're a bit nifty with a joystick? Then here's the chance to really prove yourself in the C+VG CHALLENGE!

Every month we'll be selecting a player to come down on an all-expenses paid trip to the C+VG offices in London to challenge one of the C+VG team - Paul Glancey, Paul Rand or Julian Rignall - on his favourite game. So get practicing - the C+VG team are no slouches when it comes to playing games - and fill out your top scores on the form below. If they're good enough, your scores will be entered into the C+VG Official UK Highscore Table, and, if you're really lucky, you could be selected to come down to London to test your mettle against one of the team!

NAME..
ADDRESS ....
....
TEL NO ....
GAME...
SCORE..
GAME...
SCORE..
GAME...
SCORE..

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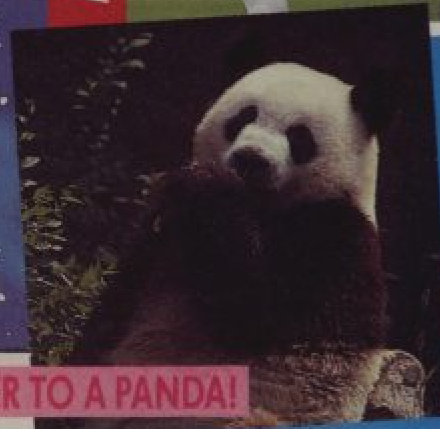
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WIN TWO TICKETS

US Gold have gone and caught World Cup fever! In fact they've got it so bad that they've giving away a once-in-a-lifetime trip for two to see the World Cup final in Italy! Imagine - you could be there to see England lift the Cup (apologies to all our non-English viewers out there, but we have to be patriotic!). The only catch is that one of the two who go off to Italy must be over 18. Right, to stand a chance of winning this truly incredible prize, all you've got to do is answer the following questions correctly - they're not hard, and anyone who likes football should be able to answer them.

When you've got the answers, fill out the form below and post it off to us as quickly as possible to: WE'RE ALL OFF WITH BOBBY'S ARMY WE'RE ALL OFF TO ITAL-EEE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. The closing date is June 1st. After that, we'll be putting all the entries into a bag, and the first correct one pulled out will win its sender a trip for two to the World Cup finals in Italy. Better get your skates on mate.

THE QUESTIONS

1. Who won the 1970 World Cup final?
2. When did England win the World Cup final?
3. Which country hosted the World Cup finals in 1986?
4. What colour is Italy's strip?
5. Which England player scored 6 goals during the 1986 tournament?

ANSWERS

1 ....

2 ....

3 ....

4 ....

5 ....

....

NAME..

ADDRESS ....

....

POSTCODE..

TEL NO..

....

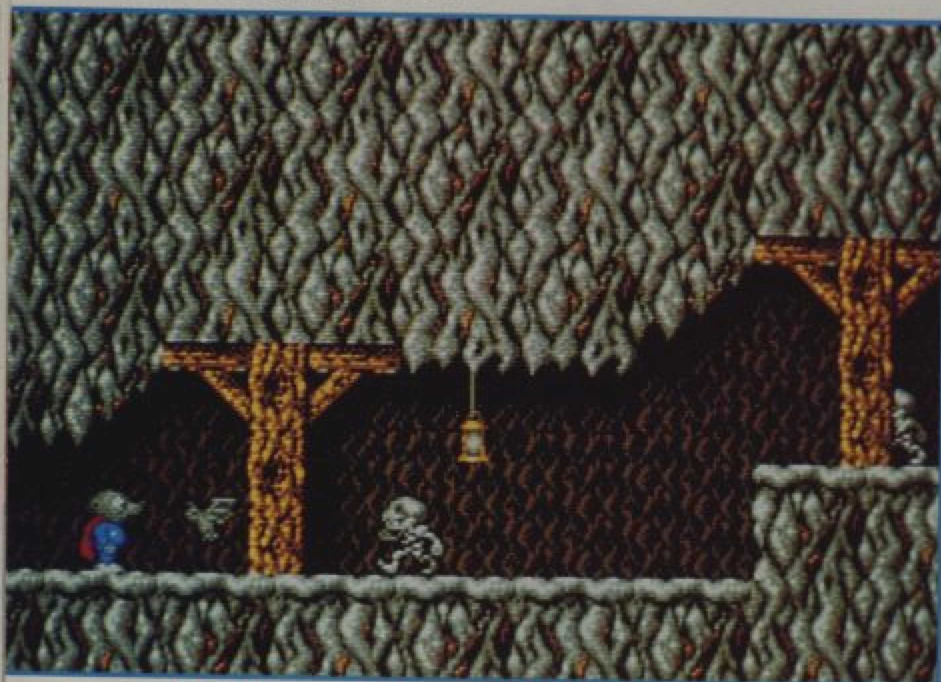
IF YOU ARE UNDER 18 PLEASE GET YOUR PARENT OR GUARDIAN TO SIGN HERE. IF THE ABOVE NAMED ENTRANT WINS THIS COMPETITION, I CONFIRM THAT I WILL TRAVEL TO ITALY WITH HIM/HER.

....

TO THE WORLD CUP

IMPOSSAMO

BY GREMLIN



▲ Skeletons and bats inhabit the Klondike level.



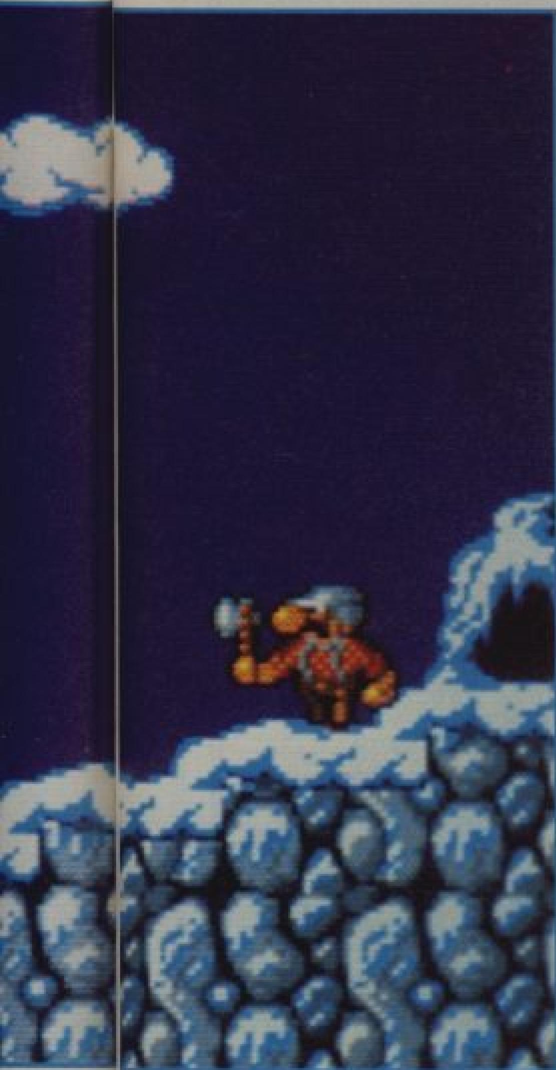
▲ Ice Land, home of abominable snowmen and short axe- men.

Monty Mole became a national hero during the Miners' Strike. His coal-pinching antics brought him, and Gremlin, untold fame and fortune in the form of substantial coverage on News At Ten and the considerable sales which followed. Never ones to miss out on a spot of money-making, the Sheffield softco released two more games based on the lovable earth-tunneler; Monty On The Run and Auf Weidersehen Monty. Everyone thought that, once Monty had reached his island paradise of Moledavia, he would be left in peace, but no siree. He's back, only now he's a Supermole, complete with cape!

And how has this come about? An alien race, overrun by an enemy force controlled by the infamous Five Guardians, has been monitoring Monty's escapades over the years and has decided that, given the correct powers, he can overthrow the invaders and return the planet to normality. Never one to turn down a plea for help, Monty

▼ In the Amazon, Monty is beset by deadly humming birds and monkeys.





- men.



The Spectrum's colour scheme make Ice Land look especially chilly.



accepts and, in his new persona, sets out to defeat those baddies and receive a big wad of dosh in the process. What ensues is over 200 screens of platform antics spread across five distinct levels, in which Monty must annihilate the intruders using his fists and, should he find them, bombs and a bazooka. If any of the enemy should come into contact with him, Monty will lose energy; luckily, strewn across the planet are cans of worms which, when picked up, add to our hero's strength bar. Also to be found are shops where Monty can purchase useful items - should he find enough cash to pay for them!



UPDATE

C64 and Amstrad versions are also on the shelves as you read this, both priced at £9.99 on cassette and £14.99 on disk.

SPEC £9.99

The number of decent, cheap platform games on the Spectrum makes it tough for this version of Impossamole to make a good impression. It suffers from obscure, blobby sprites and like the ST version, it's frustratingly difficult from the outset.

OVERALL 70%

AMIGA £19.99

Plays pretty much like the ST version, but earns extra points for its terrific soundtrack and slightly improved graphics.

OVERALL 77%

ST £19.99

I loved the original Monty games, and was looking forward to this turbo-charged version very much - but unfortunately it's turned out to be a bit of a disappointment. My main gripe is that it's incredibly frustrating. Take the collecting of bombs, for instance; there isn't any sort of indication as to how many you are actually carrying and, if you walk into an area expecting to blow up the baddies and suddenly find that you're out of explosives, you're more than likely to be killed. Also, you can pick up weapons such as bazookas and blast away to your heart's content. However, stray too far away from the place where you collected your gun and it mysteriously disappears, leaving you with only your feet to defend yourself. Impossamole looks and sounds very jolly, but at the end of the day it just doesn't have anything special to make it stand out.

PAUL RAND

GRAPHICS	78%
SOUND	71%
VALUE	69%
PLAYABILITY	72%
OVERALL	70%

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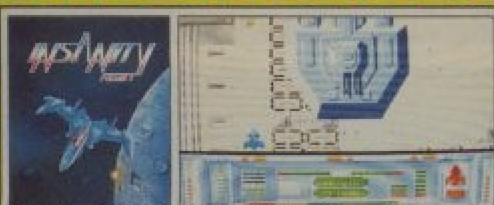
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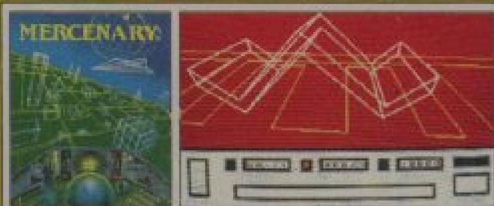


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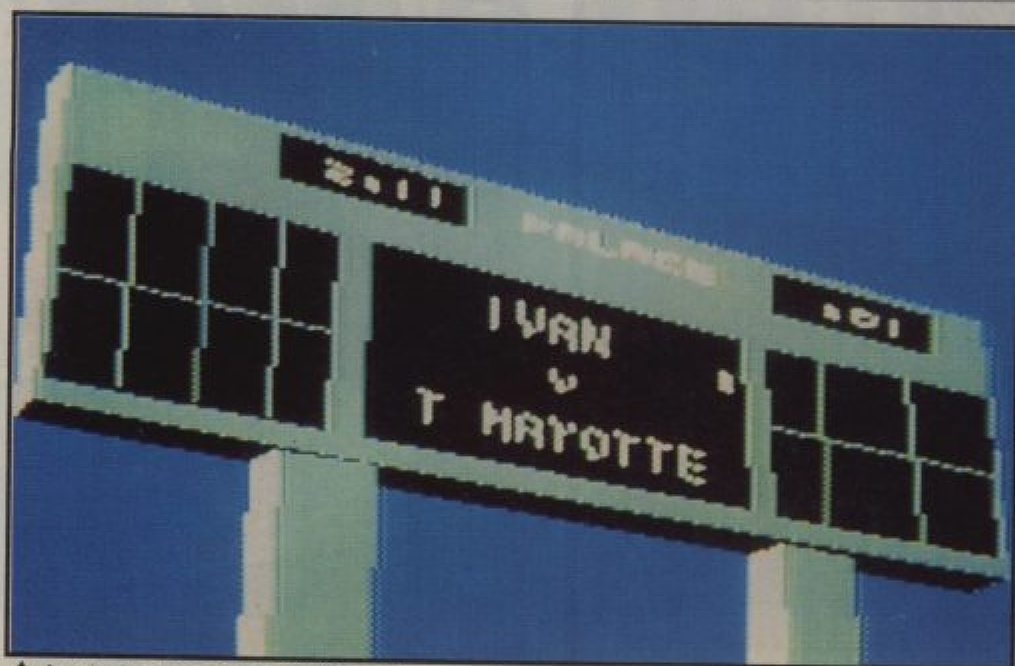
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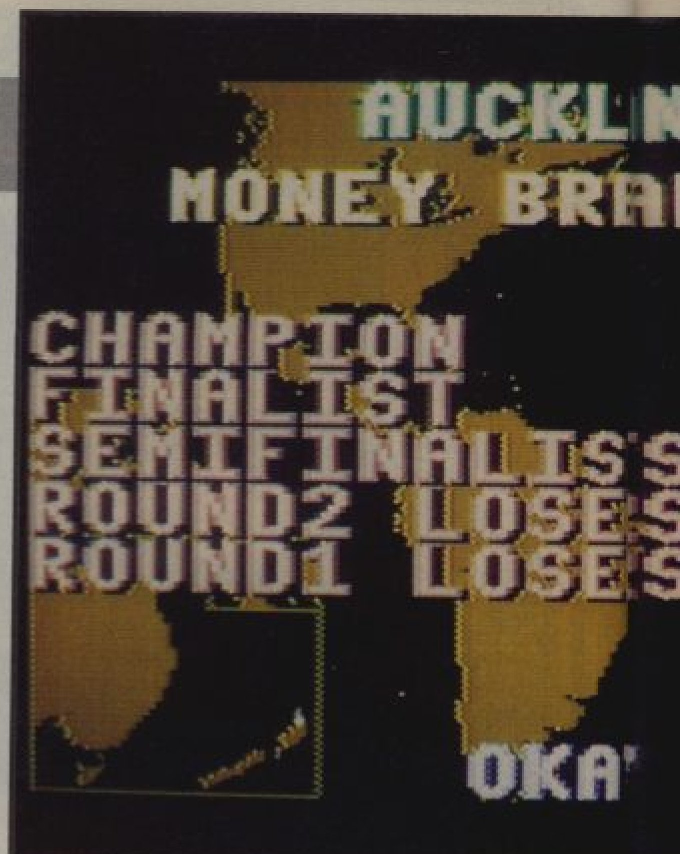
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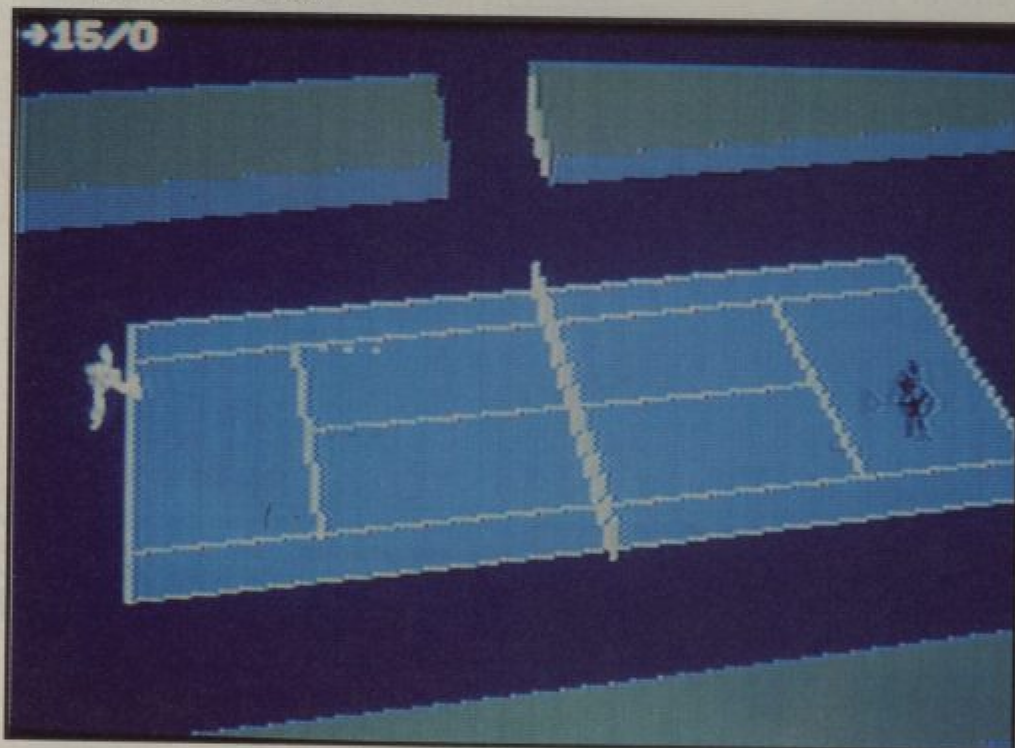


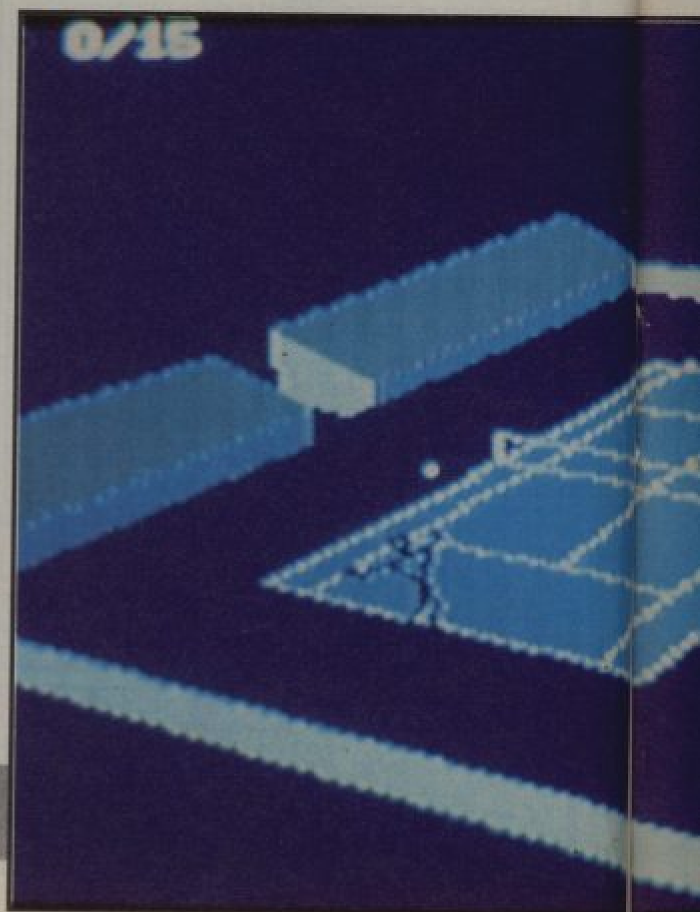
▲ A heap of cash awaits the best players in the A

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BY PALACE

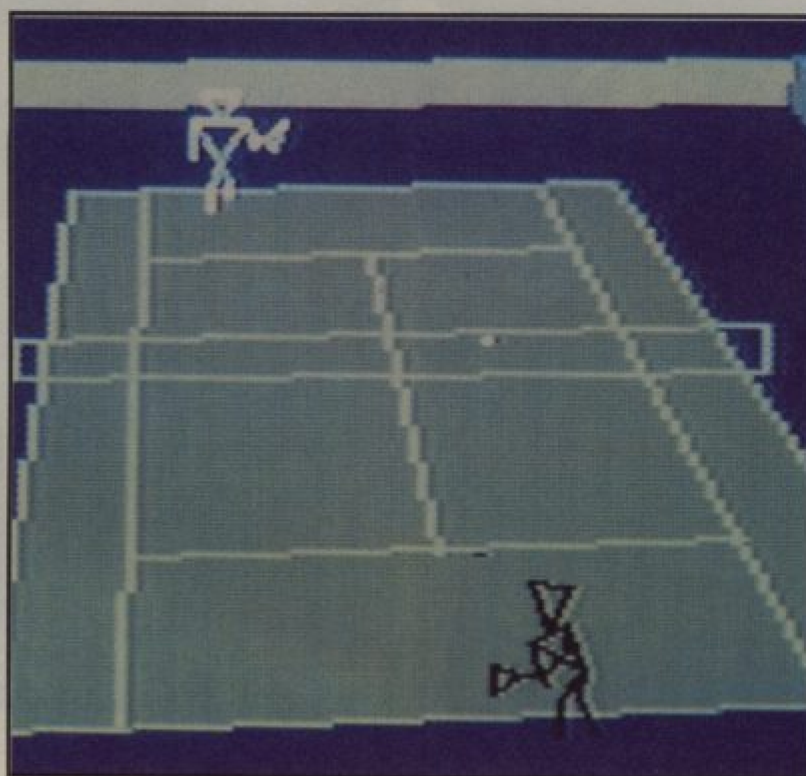
▼ The grandstand view.





s in the Auckland tournament.

NAL
NIS



▲ Don't look much like Pat Cash and Jimmy Connors do they?

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C+VG HIT!

UPDATE

Coming soon are versions of International 3D Tennis for Amiga, ST and Spectrum. The Spectrum version is a monochrome copy of the 64 game which, from what we've seen, is as good as the version reviewed here. The 16 bit games are also looking terrific - Amiga International 3D Tennis has a superb title tune, and there's also some of the best sampled speech yet heard on the machine!



C64
£9.99

I've never been a big computer tennis fan - apart from the ages-old Match Point on the Spectrum. Most have been lacking in either presentation or gameplay, or sometimes both. International 3D Tennis on the other hand, is a breakthrough both in tennis simulations and C64 programming in general. No-one could fail to be impressed by the awesome graphics system - the stick-man players may look basic in these static screenshots, but when you see them moving about, hitting the ball and even shaking hands at the end of a match it's real eye-popping stuff. Another fantastic feature is the stack of different camera views which you're able to access, from vertical and side displays to a long-range shot of the whole centre-court stadium! Playability, though, is the most important factor of any game, and International 3D Tennis has it in abundance. The amount of control which you possess over shots is staggering - you can spin the ball in a variety of directions, choose whether to serve automatically or manually and of course, depending on the height and position of incoming balls you can play all of the real tennis moves such as backhands and lobs. International 3D Tennis may sound complicated and, for a while, it is. But perseverance reaps its own rewards, and once mastered, International 3D Tennis offers the best tennis action you're ever likely to experience off court.

PAUL RAND

GRAPHICS	95%
SOUND	78%
VALUE	94%
PLAYABILITY	92%
OVERALL	94%

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▲ Pretty title screen, innit?

NINJA SPIRIT

BY ACTIVISION

It's not all Bruce Lee videos and black polo necks if you're a ninja, you know. A few members of this well-hard brotherhood of sword wielding orientals actually have to do a bit of work to earn their daily dim sum.

The arduous labour in question is to rid the world of a tribe of eastern bad guys whose crimes, though they remain nameless, are the kind that even the likes of Fu Man Chu would shudder at.

Grasping one of four handy weapons - sword, Deathstar, dynamite or lassoon razor blade - the feisty ninja hurls himself into battle, laughing in the face of swordsmen and tweaking the nose of diving wolves. He leaps boisterously against perilous rock faces and scoops up crystals which conjure up shadow ninja spirits, extra energy or emergency flame ropes. Who needs Mars bars when life is as exciting as this?

AMIGA £24.99

Let's face it, when you've got a mediocre coin-op, even the most accurate conversion couldn't turn it into the hottest thing since curried chili. On the action scale Ninja Spirit is more of a very mild chicken curry; a fun but unoriginal slash 'em up with mega jumps and a choice of weapons to give it that extra dash of style. On the whole, Activision has made a pretty good job of the conversion - the graphics are faithful to the original and feature a few nifty animated weapon effects. On the downside, the collision detection is dodgy and the controls are a tad on the sluggish side. It all adds up to a fairly standard ninja slicer which some people might find just a touch too hard.

GORDON HOUGHTON

GRAPHICS	77%
SOUND	63%
VALUE	72%
PLAYABILITY	71%
OVERALL	67%

UPDATE

8 bit version are expected soon. We haven't seen them yet, but there shouldn't be any major differences in gameplay.

ST £24.99

Identical to the Amiga version right down to the ninja slippers, the ST looks and sounds exactly the same; it's good - but not that good.

OVERALL 67%

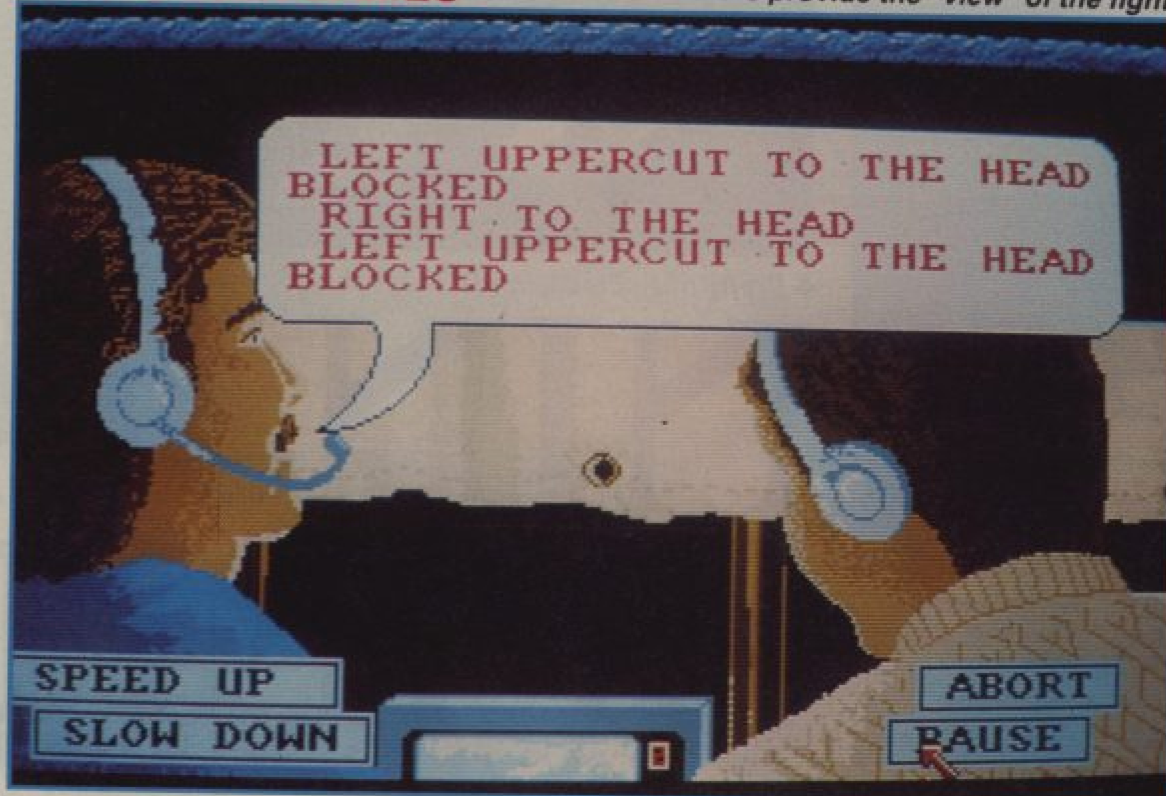
▼ The buddah transports you to the start screen.



REVIEW ▶ AMIGA

WORLD CHAMPIONSHIP BOXING MANGER

BY GOLIATH GAMES ▼ *The commentators provide the "view" of the fight.*

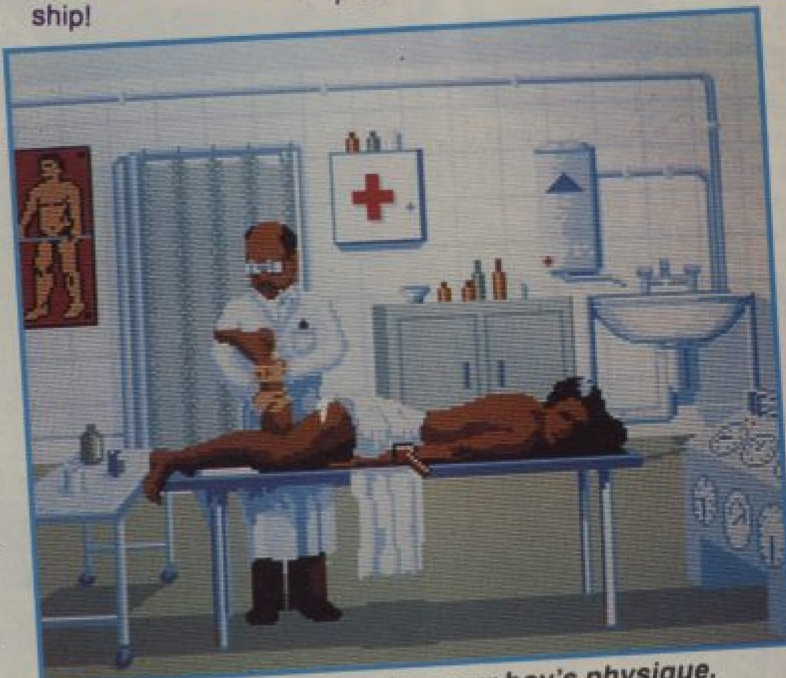


Want to be the next Terry Lawless? You won't need a bullet-proof vest to play World Championship Boxing Manager, but you will need a shrewd mind and a fair bit of skill.

After selecting your boxers and exchanging contracts you select at the start of the game, the scene switches to the main play area, the manager's office. It's from here that most of the day-to-day decisions are made, by clicking the cursor on various items such as the telephone (to keep in touch with your scouts, or to arrange fights with promoters) to the filing cabinet, in which is stored all sorts of information, from the boxers' contracts to inside info on other fighters. There are times when you need to leave the comfort of your seat, to go and check each boxer's physical fitness in the Physio room, for instance, or to advise on training schedules in the Gym. Come fight-night (which you're informed of by post), you're given the option of going down to the venue in your flash Ferrari (and who says there's no money in fighting?), where you're given a blow-by-blow account of the bout. Beat the opposition and you'll go up in the ranks - get high enough and you can go for the Area, National or World Championship!

UPDATE

ST and PC versions (both costing £19.95 áre imminent as are C64, Spectrum and Amstrad versions, all of which are priced £9.95.



▲ *The physio gets to work on our boy's physique.*

AMIGA £19.95

I can't ever remember seeing a boxing management game until World Championship Boxing Manager, and any which follow are going to have to be a bit nifty to match it. Everything has been designed to make the game as playable as possible whilst making the player feel as though he is actually in that office, making tough decisions concerning the future of the boys on your payroll. Graphics aren't exactly brilliant, but they're not terrible either, and there are some quite humorous touches such as the tarty secretary who comes complete with short skirt and overflowing chest! Working out contracts is crucial - promise too many fights in a year and you may find yourself struggling to keep those promises, which in turn means the loss of a fighter to a rival manager. The fight sequence is imaginatively done and instead of seeing the two boxers slug it out on-screen, you're informed of the action by two commentators. This might sound a bit on the dull side, but it does work and is actually informative because the commentary gives you hints as to which areas your boy needs extra training in. World Championship Boxing Manager may not have the blood, sweat and tears of the real fight game, but it more than makes up for that in terms of playability and long-term addictive qualities. A quality purchase which makes a change from all those footy management sims coming out of the woodwork at the moment.

PAUL RAND

GRAPHICS	73%
SOUND	69%
VALUE	87%
PLAYABILITY	85%
OVERALL	80%

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CBM 64/128 Disk - April -£16.99
Amiga - April - £24.99

Screen shots from IBM and CBM disk versions.

WIN THIS!!!



Got a spare space on the wall? Fancy winning the original painting of the picture shown on this page? Yes? Well, why not enter this competition then?

This big 'n' valuable painting is actually the box artwork for Turrican, Rainbow Arts' latest and greatest which was reviewed last month and gained a deserved C+VG HIT!. And it could be all yours - either to hang on the wall and admire forever, or to draw moustaches and willies on. Whatever you like.

But you have to win it first - and to win it you have to answer the following easy peasy lemon squeezy questions about famous paintings. If you've got half a brain, you should be able to get them right - if you've got less than half a brain, tough bananas.

Right, here we go:

1. Who painted the Mona Lisa?
2. Who painted the ceiling of the Sistine Chapel?
3. Who painted the self-portrait of Vincent Van Gogh?
4. Who painted Julian Rignall's bathroom?

Got all the answers? Write them on the back of a postcard or sealed down envelope and send it off to: WHEN IT COMES TO BLOWING OFF I'M THE LOUDEST IN MY HOUSE COMP, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Closing date is June 31st - after that we'll be putting all the entries into a sack, and the first correct one (or the first one that makes us laugh) pulled out will win its sender that fab painting.

1989 WINNER 8 BIT

BEST SIMULATION

GOLDEN JOYSTICK AWARDS



WHAT'S THE SCORE?

ACE RATING 915
'Gameplay is dead smooth and the package as a whole makes an extremely attractive proposition.'

CRASH 90%
'The graphics are superb, instructions comprehensive and game play and addictivity are all brilliant.'

AMSTRAD ACTION 87%
'Its complexity ensures a long and enjoyable game life.'

ZZAP 90%
'The best overhead footy sim we've seen so far.'

TGM 89%
'Fast action makes it far more playable than other soccer games.'

C&VG HIT.
BEST SIMULATION – 8 BIT.
(Golden Joystick awards).

Screen Shots from the Atari St version. Actual shots may vary

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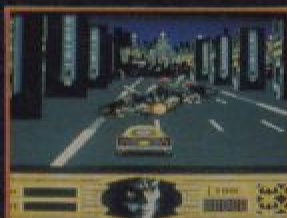
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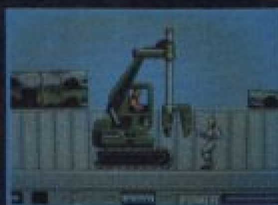
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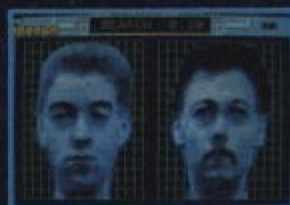
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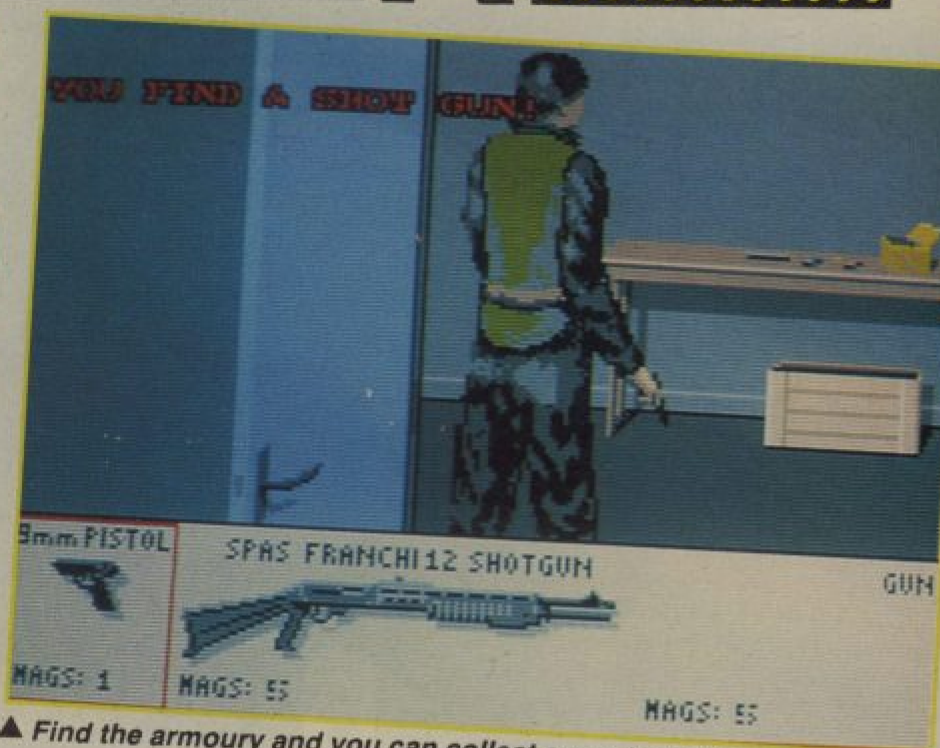
PERSIAN GULF INFERNO

BY MAGIC BYTES

Terrorism has been growing steadily more widespread and daring over the past decade. Bombs, assassinations and other such unsavoury practices have become an unfortunate fact of life. But never before has the world been in such a grip as now. One of the organisations most active in the international violence game is reported to have stolen a nuclear warhead from a US bomber which crashed while on a routine spying mission over Iran.

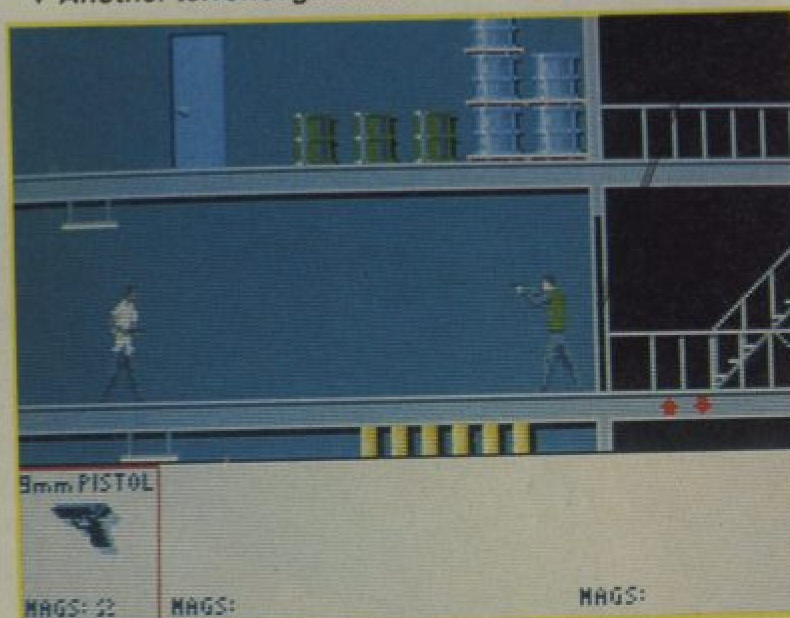
It was only a matter of time before they would put their terrifying new toy to use, and that time is now. The terrorists have overrun the newest oil platform in the Persian Gulf and are threatening to detonate the warhead, killing themselves, their half-dozen hostages and a quarter of the population of the southern hemisphere in the process.

And guess who's just received a phone call from an anxious President asking for a one man army to go in, rescue the hostages and defuse the bomb? With just an eight-shot revolver for company, you have to race around the multi-level platform, searching rooms for weapons, explosive charges, door passes and, of course, captive rig workers. Once you've released the hostages it's time to go and find that nuclear warhead. But be careful, one wrong snipped wire will spell more than a bad headache!

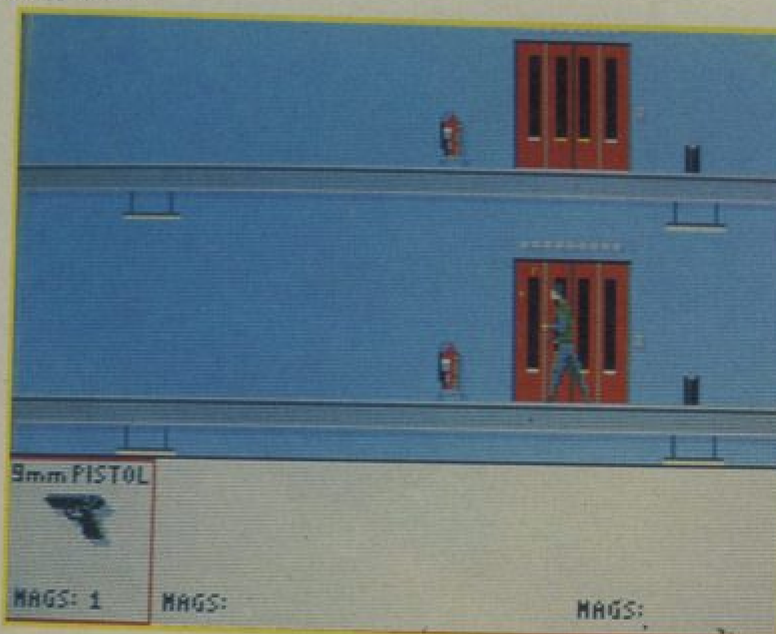


▲ *Find the armoury and you can collect some hefty firepower.*

▼ *Another terrorist gets his.*



▼ *First floor, going up. Menswear, military hardware, and tea-towels.*



AMIGA £19.99

Crikey, what a spiffing little game this is! Persian Gulf Inferno is packed with shoot 'em up action a-plenty, as you storm around the oil platform, killing terrorists and collecting new guns with which to perform your massacre antics. The character sprites are small, but well animated and, when you choose to use a new weapon such as the shotgun or Uzi, the respective gun can be clearly seen in your sprite's hands. All of the sound effects in the game are sampled, and they work really well too, especially the shouts of the terrorists as they appear on-screen. But this isn't just a lesson in international liaising - there's a job to do, and with only five lives and thirty-five minutes to complete your assigned task, you'll find time very tight indeed. Persian Gulf Inferno isn't the sort of game which you'll be playing well into the night for weeks on end - in fact, its long-term qualities are very questionable indeed. However, I've enjoyed playing it because it's fast-moving and fun, so if you've got a bit of spare dosh left over from Easter, you could do worse than take a butchers at Persian Gulf Inferno.

PAUL RAND

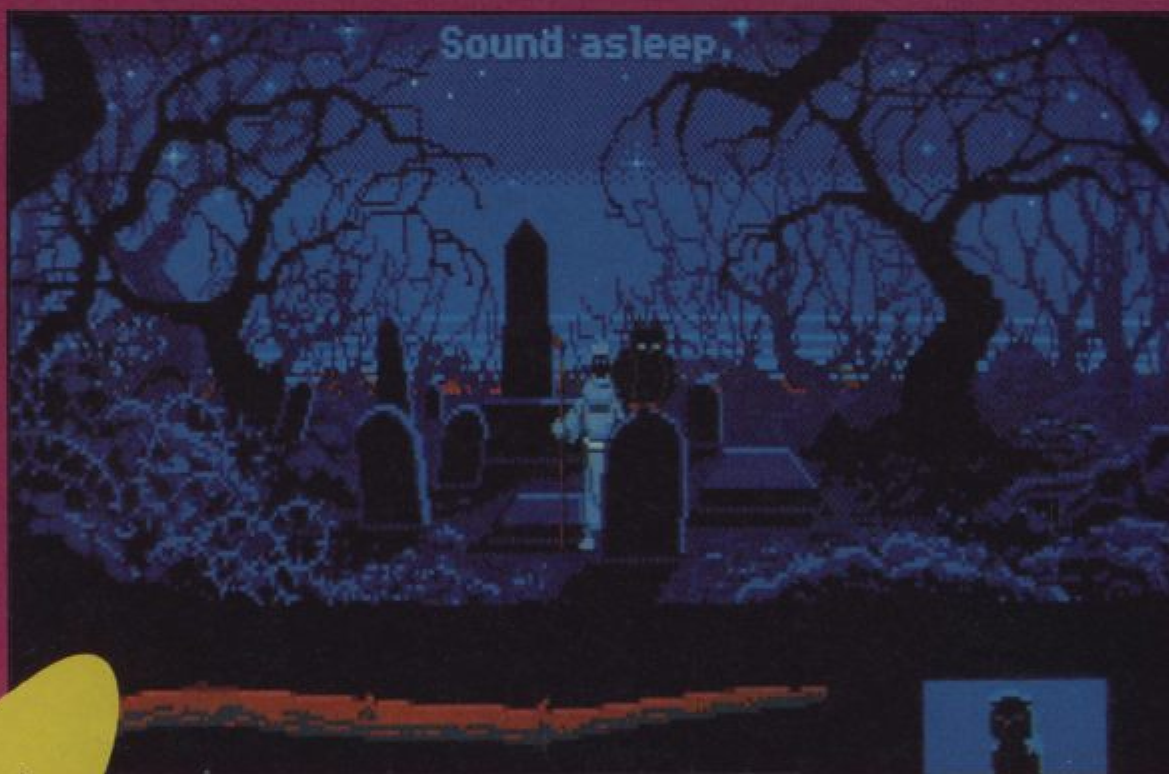
GRAPHICS	79%
SOUND	87%
VALUE	73%
PLAYABILITY	78%
OVERALL	79%

UPDATE

Expect an ST version to hit the shelves in late June (priced £19.99) accompanied by Spectrum, C64 and Amstrad versions (each with a £9.99 price tag).

For seventeen years, Bobbin Threadbare has been brought up as a low achiever in the Guild Of Weavers on the island of Loom. He was content with his life, despite the Elders' strange insistence that he should not be allowed to attend school or make friends. One day, though, everything was made startlingly clear when he heard his adoptive mother, Hetchel, having an argument with the Elders who settled the disagreement by changing her into a cygnet.

From what they were saying, Bobbin surmised that he isn't the dim-wit people want him to believe; he is, in fact, a child of the Loom, pulled out of the Guild's source of magical power, and so poses a threat to the centuries-long grip which the Elders have held over the community.



▲ Night time in the graveyard, with only a hungry owl for company...

Loom

▼ Hetchel's workshop. Her magic spellbook might come in handy.



BY LUCASFILM/US GOLD

Armed from the outset with only a simple Opening spell, Bobbin must travel the world and seek his destiny, aided by the wisdom of his cygnet-mother.

Bobbin's quest unfolds before your very eyes in the latest interactive movie from the Lucasfilm stable. While displayed in a similar fashion to the Indy and Zak McKracken games, the programmers have done away with typed commands completely, and a simple click of the mouse over an object or area of the screen is enough to make Bobbin carry out the required action. An unusual feature of the game is the instruction manual - it's stored on a cassette and takes the form of a story spoken over a background of suitably spooky, mythical music.

▼ Down at the jetty. What's in the clam?

REVIEW

PC
£34.99

My hopes were high for Loom after the excellent Indy adventure, and the game meets with expectations in almost every way. If anything the graphic style works even better than in the previous titles, with lots of atmospheric (and occasionally rather comical) animation and screens of lavish backdrops. The cut-scenes which make this type of adventure stand out from the crowd are as enjoyable as ever to watch, and the different puzzles, ranging from finding required spells to working out how on earth to get into certain rooms without being hurled out, are taxing without being infuriating. But in spite of all its good points, Loom is marred by one flaw - it's just too easy. It took me only one six-hour session to get from beginning to end, as opposed to almost a full day's play in Zak McKracken, and for £35 I think you should get more for your money. Don't get me wrong - Loom is an extremely clever game which at times will have you tearing your hair out in sizeable chunks; trouble is, it's TOO good - you won't want to leave it alone (I missed a lunch hour playing it!) but for a product which looks as though it could go on for ever, Loom is ultimately disappointing just because it's all over so quickly.

PAUL RAND

GRAPHICS	94%
SOUND	82%
VALUE	70%
PLAYABILITY	95%
OVERALL	80%

UPDATE
Amiga and ST versions of Loom should be appearing at the end of June, but sadly, due to memory restrictions, no other versions are planned.

The secrets you reveal to Cygna's son
may be turned against us.

▲ Hetchel discusses Bobbin's future with the Elders. That's the Loom in the background.



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8-BIT COMPILATIONS

	SPECTRUM CASS	SPECTRUM DISC	C64 CASS	C64 DISC	AMSTRAD CASS	AMSTRAD DISC
100% DYNAMITE: Afterburner, Last Ninja 2, Wec Le Mans, Double Dragon	9.90	—	9.90	12.50	9.90	
COIN OP HITS: Outrun, Thunderblade, Roadblasters, Spyhunter, Bionic Commando	8.90	12.50	8.90	12.50	8.90	12.50
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IN CROWD: Platoon, Combat School, Target Renegade, Barbarian, Predator, Karnov, Gryzor	9.90	—	9.90	12.50	9.90	—
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THE BIZ: Operation Wolf, Double Dragon, R-Type, Batman Caped Crusader	9.90	—	9.90	—	9.90	—
TOLKIEN TRILOGY: The Hobbit, Lord of the Rings, Shadows of Mordor	8.90	—	8.90	12.50	8.90	12.50
WINNERS: Thunderblade, Led Storm, Blasteroids, Indy and the Temple of Doom, Impossible Mission 2	8.90	12.50	8.90	12.50	8.90	12.50

16-BIT COMPILATIONS

	AMIGA	ST
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ALEX KIDD (MIRACLE WORLD)	21.95	OUTRUN 2D OR 3D	26.50
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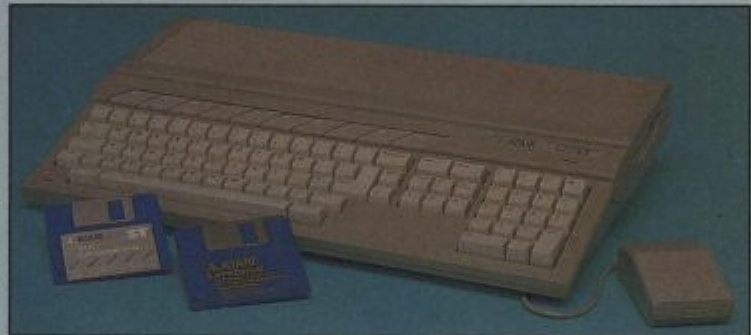
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ITALY 1990

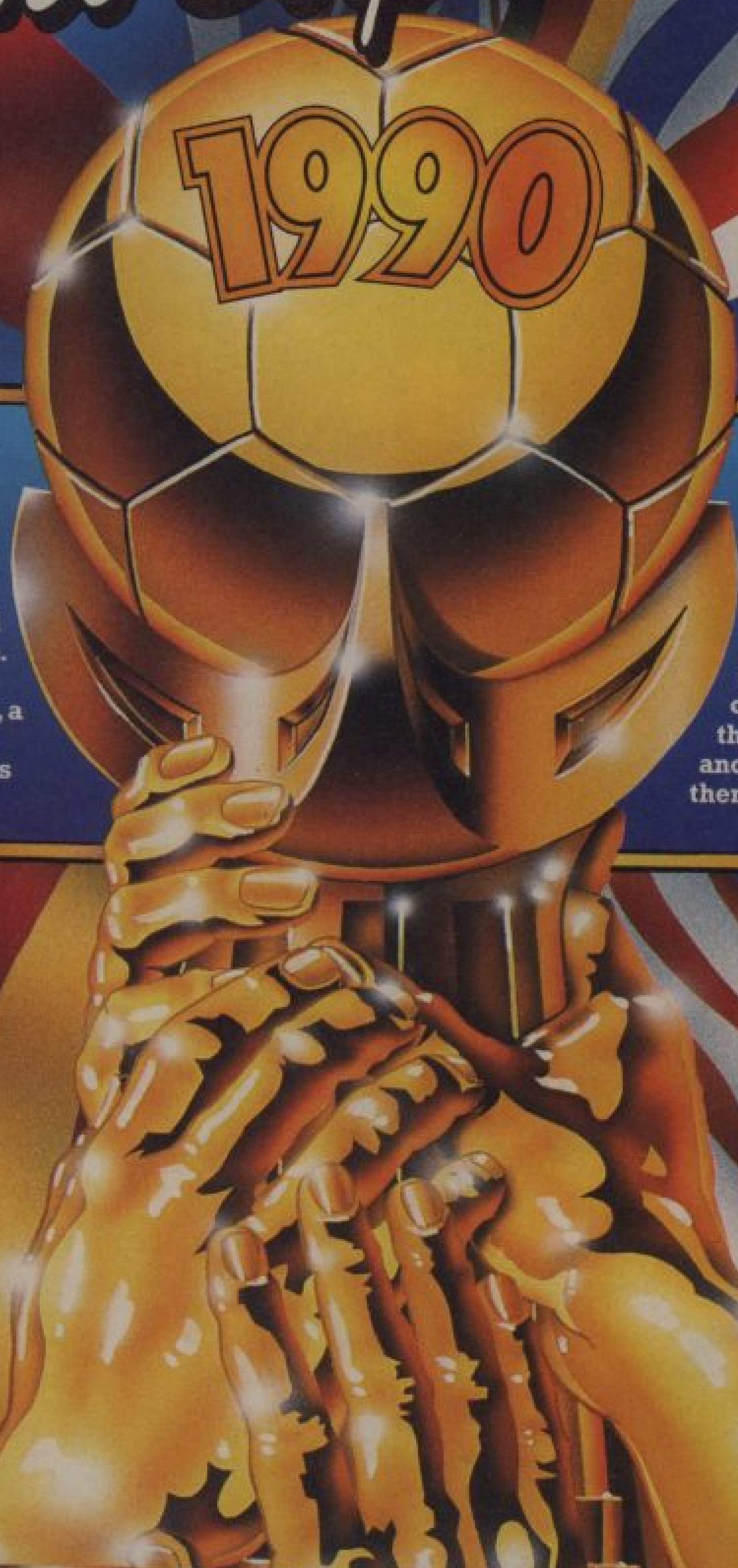
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THE GALLUP ALL FORMATS TOP 20

THIS MTH	LAST MTH	GAME	COMPANY	SPEC	C 64	AMS	AMI	ST
1	2	FANTASY DIZZY	CODE MSTRS	●	●	●	●	●
2	1	PAPERBOY	ENCORE	●	●	●	●	●
3	-	ROCK STAR	CODE MSTRS	●	●	●	●	●
4	5	RAINBOW ISLANDS	OCEAN	●	●	●	●	●
5	-	THOMAS TANK ENG	ALTERNAT	●	●	●	-	-
6	3	IKARI WARRIORS	ENCORE	●	●	●	●	●
7	9	BATMAN	OCEAN	●	●	●	●	●
8	-	CAPTAIN BLOOD	SMASH 16	●	●	●	●	●
9	4	BUGGY BOY	ENCORE	●	●	●	●	●
10	6	CHASE HQ	OCEAN	●	●	●	●	●
11	-	PLATOON	HIT SQUAD	●	●	●	-	-
12	10	TREASURE DIZZY	CODE MSTRS	●	●	●	●	●
13	13	1943	KIXX	●	●	●	●	●
14	18	FOUR SOCCER SIMS	CODE MSTRS	●	●	●	-	-
15	11	GHOSTS/GOBLINS	ENCORE	●	●	●	●	●
16	-	IK+	HIT SQUAD	●	●	●	●	●
17	-	SUPERLEAGUE	CULT	●	●	●	-	-
18	-	WORLD CHAMPIONS	E&J	●	●	●	-	-
19	-	BIONIC COMMANDO	KIXX	●	●	●	●	●
20	-	ARKANOID	HIT SQUAD	●	●	●	●	●



▲ Paperboy - Number 2


▲ Ikari Warriors - Number 6


▲ Chase HQ - Number 10

Budget, budget everywhere, and only Ocean have the products to fight those cheapo blues. Fantasy World Dizzy and Paperboy remain the unconquered kings of budget software, actually swapping positions from last month. Rock Star, now out on all formats is making big news, and deservedly so, it being one of Code Masters more entertaining products.

AMIGA TOP 20

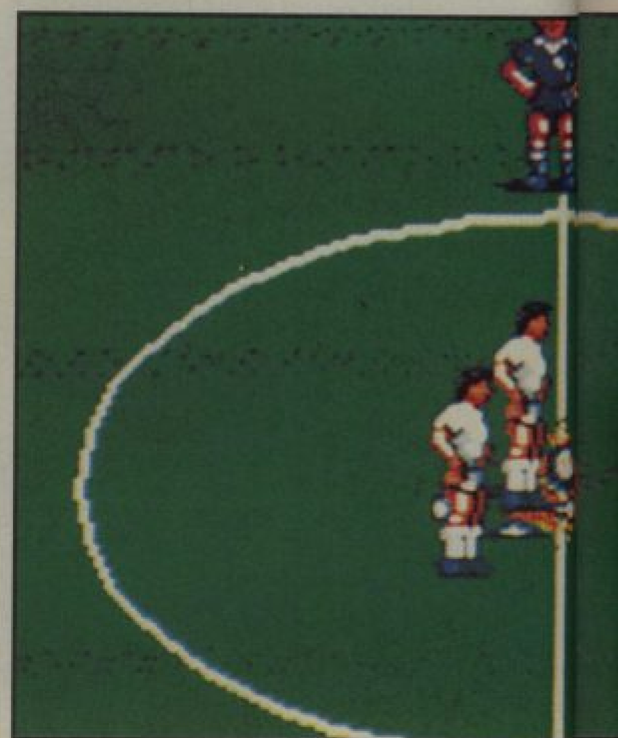
1	4	Manchester Utd	Krisalis	93%
2	2	Italia 1990	Code Mstrs	28%
3	8	Rainbow Islands	Ocean	93%
4	6	Advanced Ski Sim	Code Mstrs	66%
5	7	Captain Blood	Smash 16	75%
6	10	Bomber	Activision	89%
7	-	Player Manager	Anco	85%
8	-	Drum Studio	Players	69%
9	5	X-Out	Rainbow A	92%
10	-	Infestation	Psygnosis	80%
11	9	Op Thunderbolt	Ocean	89%
12	18	Chase HQ	Ocean	93%
13	12	Kick Off	Anco	84%
14	-	688 Attack Sub	EA	84%
15	-	Turbo Outrun	US Gold	80%
16	19	Ninja Warriors	Virgin	86%
17	-	Extra Time	Anco	79%
18	1	TV Basketball	Mirrorsoft	93%
19	-	Untouchables	Ocean	89%
20	-	Black Tiger	US Gold	80%

Football topples basketball in the Amiga chart, but atop all these sterling products squats the clunky Italia 1990. Soccer aside, it's pretty much a mixed bag, and the new products are finally clearing out the Christmas releases.

PG'S TIP FOR THE TOP

MIDWINTER: Delayed on the launch pad, but this is definitely going to make an impact when it finally takes off at the start of May.







Cor! Budgetsville, Arizona! The only full price software house making headway in the C64 market at the moment seem to be Ocean with Rainbow Islands and Batman, and even those two are on the wane. The rest of the top twenty is budget gear, most of which is okay, but how has cruddy Paperboy managed to stay at the top for so long?

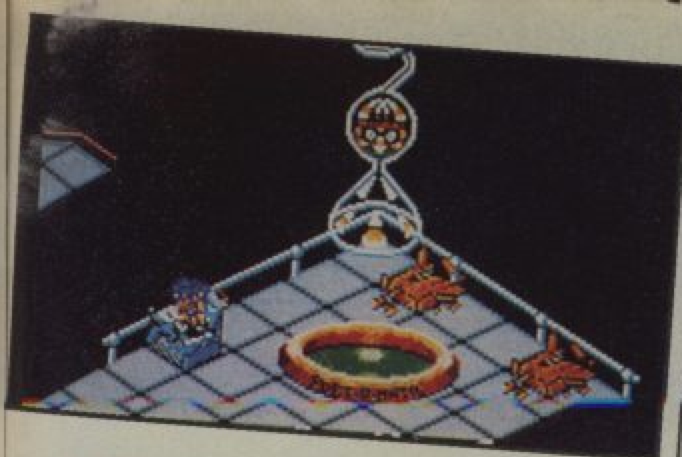
PG'S TIP FOR THE TOP

TURRICAN - Tremendous arcade adventure from the makers of Denaris. Bound to do well.

1	1	Paperboy	Encore	68%
2	-	Fantasy Dizzy	Code Mstrs	81%
3	5	I K +	Hit Squad	91%
4	2	Buggy Boy	Encore	93%
5	7	MiG 29	Code Mstrs	49%
6	10	1943	Kixx	49%
7	12	Platoon	Hit Squad	85%
8	4	Rainbow Islands	Ocean	87%
9	-	Bionic Commando	Kixx	90%
10	3	Ikari Warriors	Encore	89%
11	-	Batman the Movie	Ocean	90%
12	14	Four Soccer Sims	Code Mstrs	70%
13	-	Thomas Tank Eng	Alternative	77%
14	-	Ghosts & Goblins	Encore	91%
15	-	Arkanoid	Hit Squad	85%
16	-	Rock Star	Code Mstrs	80%
17	-	World Champions	E&J	77%
18	-	Night Raider	Kixx	49%
19	-	Wonderboy	Hit Squad	62%
20	-	Future Bike Sim	Hi Tec	78%

ATARI ST TOP 20

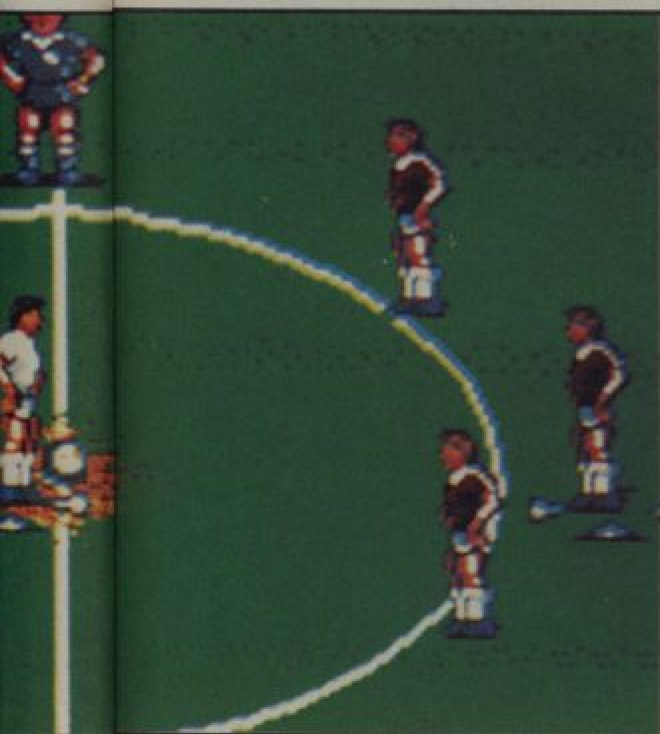
1	1	Rainbow Islands	Ocean	88%
2	-	Midwinter	Rainbird	96%
3	6	Captain Blood	Smash 16	75%
4	2	Italia 1990	Code Mstrs	28%
5	8	Player Manager	Anco	85%
6	-	SAS Combat Sim	[illegible]	[illegible]
7	-	Advanced Ski Sim	Code Mstrs	67%
8	14	Bomber	Activision	89%
9	15	Chaos Strikes Back	Mirrorsoft	96%
10	5	Op Thunderbolt	Ocean	89%
11	-	Manchester Utd	Krisalis	93%
12	-	Black Tiger	US Gold	80%
13	-	Rock Star	Code Mstrs	80%
14	-	Prohibition	Smash 16	70%
15	3	Supercars	Gremlin	82%
16	-	Macadam Bumper	Smash 16	71%
17	12	Batman The Movie	Ocean	91%
18	-	Xenomorph	Pandora	93%
19	-	X-Out	Rainbow A	86%
20	-	League Challenge	Atlantis	70%



Rainbow Islands holds onto its position at the top, and is joined by the fabulous Midwinter. The budget houses are earning a pretty penny with some tidy products, but it's a shame the dire Italia 1990 is still hanging around the upper reaches of the chart.

PG'S TIP FOR THE TOP

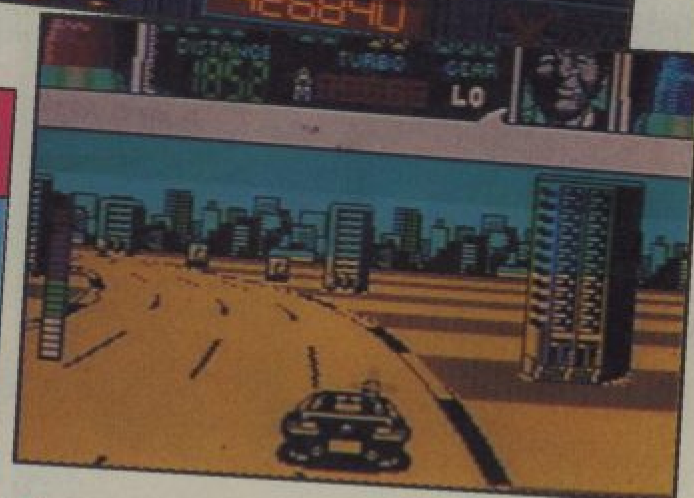
ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: The best arcade conversion Domark have ever done - brilliant!





SPECTRUM TOP 20

1	1	Fantasy Dizzy	Code Mstrs	81%
2	5	T I Dizzy	Code Mstrs	80%
3	2	Paperboy	Encore	89%
4	-	Rock Star	Code Mstrs	79%
5	8	2 Plyr Superleague	Cult	80%
6	4	Ikari Warriors	Encore	80%
7	3	Ghosts & Goblins	Encore	89%
8	7	Buggy Boy	Encore	72%
9	-	Thomas Tank Eng	Alternative	80%
10	10	World Soccer	Zeppelin	70%
11	14	Batman	Ocean	93%
12	-	Soccer Director	GTI	76%
13	17	Renegade	Hit Squad	84%
14	-	Four Soccer Sims	Code Mstrs	70%
15	11	Platoon	Ocean	85%
16	19	Beardsley's Footy	Bug Byte	49%
17	-	Bionic Commando	Kixx	86%
18	9	Chase HQ	Ocean	97%
19	-	Match Day	Hit Squad	70%
20	-	Arkanoid	Hit Squad	30%



At last Dizzy stoops to conquer the Spectrum chart! The egg-like adventurer takes the top two positions to prove the vastness of his following. Like the C64 chart, budget abounds here, and similarly, Ocean are the only full price guys operating successfully in this market.

PG'S TIP FOR THE TOP

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS: If the other versions are anything to go by, this should be great on the Spectrum.

THE C+VG CHARTS

AMSTRAD TOP 20

1	1	Fantasy Dizzy	Code Mstrs	85%
2	-	Thomas Tank Eng	Alternative	80%
3	2	Paperboy	Encore	85%
4	-	Rock Star	Code Mstrs	80%
5	6	Chase HQ	Ocean	97%
6	-	Pub Trivia	Code Mstrs	70%
7	10	Batman	Ocean	87%
8	3	Ikari Warriors	Encore	83%
9	-	2 Plyr Superleague	Cult	78%
10	-	World Champions	E&J	79%
11	8	1943	Kixx	60%
12	-	Night Raider	Kixx	50%
13	-	Platoon	Hit Squad	94%
14	13	Spy vs Spy 2	Hi Tec	85%
15	5	Buggy Boy	Encore	90%
16	-	Champ Sprint	Alternative	70%
17	-	Blasteroids	Kixx	86%
18	15	Four Soccer Sims	Code Mstrs	70%
19	-	Road Blasters	Kixx	77%
20	-	Boxing Manager	Goliath	88%



▲ Fiendish Freddy - in next month, surely?

Alternative's TV licenses always seem to do well with Amstrad owners, and Thomas the Tank Engine seems no different. Will it be at the top next month? Fantasy World Dizzy (two months at the top) will be a tough egg to beat (arf arf!)

PG'S TIP FOR THE TOP

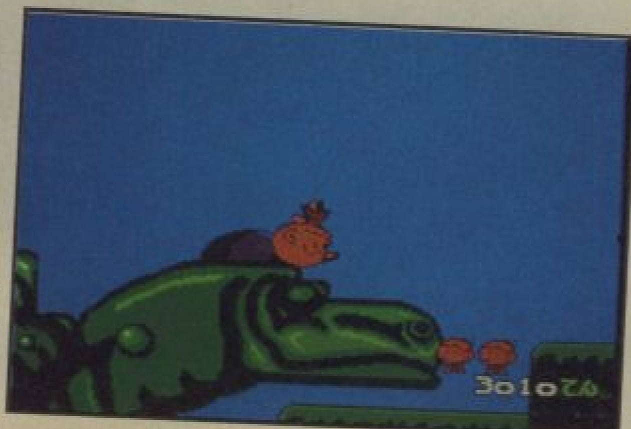
FIENDISH FREDDY'S BIG TOP OF FUN: Alas no sight of it this month, but this deserves a place in the chart next month.

Afterburner - Megadrive



Chase HQ - PC Engine





▲ PC Kid - PC Engine



▲ Ghouls 'n' Ghosts - Megadrive

PC ENGINE TOP 5

1	2	PC Kid	95%
2	-	New Zealand Story	90%
3	1	Chase HQ	88%
4	-	Paranoia	83%
5	-	Gunhed	96%

PC ENGINE CHART

PC Kid takes top slot and it looks like he's there to stay. At last supplies of Gunhed are reaching these shores again, allowing it to return to the chart. This chart is compiled exclusively for C+VG by the groovy geezers at Spectresoft, Covent Garden.

MEGADRIVE TOP 5

1	-	New Zealand Story	94%
2	-	Super Real Basketball	93%
3	1	Ghouls 'n' Ghosts	94%
4	-	Afterburner II	88%
5	-	Air Diver	80%

MEGADRIVE CHART

It's all change this month, apart from the perrenial favourite Ghouls 'n' Ghosts. Don't expect Air Diver to be in there next month, not with Super Monaco GP coming out (we hope). This chart is compiled exclusively for C+VG by Spectresoft of Covent Garden.

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RASTER RUNNER
MASTERTRONIC

Rev up your light cycle and prepare to run rings around your opponent in this twin-screen Tron game. Use your coloured force-trail to block in a three skill level computer opponent or, if you have a friend who's up to it, a human rider. The innovation of twin screens and the radar scanner let you keep track of your opponent, but while you're looking away you usually end up driving into a wall. As these games go, Raster Runner is pretty smart but it's only at its best with two screaming players at the controls.

C64
£2.99
Funky music, shiny graphics and enjoyable gameplay. Worth three quid of anyone's money.
OVERALL 75%

AMSTRAD
£2.99
The over-zealous collision detection makes this version difficult, but not unplayable. Good.
OVERALL 70%



BUD

WONDER BOY
HIT SQUAD

Another Sega coin-op, Wonder Boy was a kind of diaper-clad Super Mario Brothers without the depth or wit. Seven levels of scrolling jumpabout action separates Boy from his main squeeze, Tina, who has been captured by the evil King. Collect the fruits and the magic dolls, and hunt down the extra weapons (a stone mallet and a skateboard being two). Dodge the manic frogs (have you ever seen a manic frog?), the manic bees and the manic snakes, then do in the manic Ogre at the end of the level. None of the conversions are particularly enjoyable, but if you were once a fan of the coin-op they might have some sentimental value.

SPECTRUM
£2.99
Not the pinnacle of Spectrum programming but mildly enjoyable in very mindless sort of way.
OVERALL 60%

AMSTRAD
£2.99
Just like the Spectrum version. Ok if you can't handle anything complex today.
OVERALL 64%

C64
£2.99
All the features of the other two versions, but with chunkier, graphics.
OVERALL 62%



3D PINBALL
MASTERTRONIC

For extra realism the pintable in this simulation is tilted into the screen, so you get a real! perspective! 3D! view of the action. What this amounts to is a ball that grows smaller as it moves up the table, and though this is impressive for about a minute it doesn't really add an awful lot to the game, which turns out to be pretty dull. The actual table layout lacks any of the interesting features you'd find on a modern (ie post 1950) machine so if your a pin-freak you'll find the action soon becomes yawnsome. Anyone new to this game, though, should be able to eke an hour's play out of this game.

SPECTRUM
£2.99
The 3D in this version is a bit screwy so the main hazard appears to be a gravitational vortex at the top of the table. Not so hot.
OVERALL 55%

C64
£2.99
The 3D turns out to be a weak gimmick, but the action is interesting enough to keep you occupied for a while.
OVERALL 72%



DGET

QUARTET
HIT SQUAD

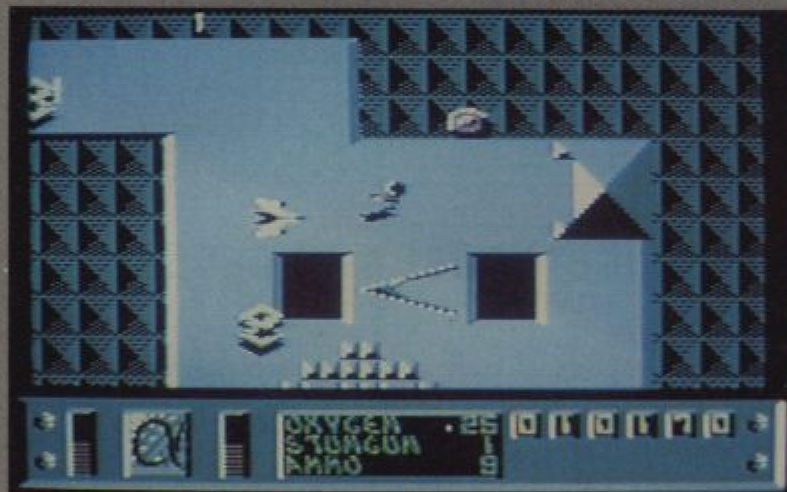
Sega's dull four-player coin-op becomes a dismal two-player game in all three of these conversions. Choose your favourite space commando (each has different capabilities and weapons - supposedly), then leap your way to fame and fortune through level after level of platforms. Collect superjump boots and numerous other anonymous icons, then use them to blow up the angry robots which are popping out of holes in the wall. The levels are over in a matter of seconds and don't worry if you lose a life, because the credits system lets you go on and on for as long as you can stand... which won't be very long.



SPECTRUM £2.99
Slow, dull gameplay and poor graphics. Hardly the jewel in Hit Squad's crown.
OVERALL 39%

C64 £2.99
The worst of the bunch. Gameplay is as bad as the others, but the graphics are a total mess.
OVERALL 23%

AMSTRAD £2.99
Imagine a coloured-in version of the Spectrum game. Equally dismal in all respects.
OVERALL 40%



PARALLAX
HIT SQUAD

Computers? Gaah! They're taking over the world! Well, one's taken over this world and its intentions towards you are less than amicable. So you have to wing your way over certain key cities, shooting out the buildings before landing and dispatching the pilot to capture alien scientists and key cards. The cards provide money for extra ammo, etc, and, more importantly, parts of the password that gets you to the next level. The graphics are great particularly on later levels, and special mention must go to Martin Galway's funky music. Gameplay is good, but it would have been better if there was more blasting and less dithering around looking for key-cards.

C64 £2.99
One of Sensible Software's early classics. An excellent budget buy.
OVERALL 86%



OVER LANDER
ENCORE

In this Road Blasters clone, you have to drive your armoured auto along hostile highways on lucrative secret missions. With the money you earn from this business, you can buy various bolt-on weapons for your car, which come in handy when rabid motorcyclists are trying to run you off the road or when bombs are falling off the back of lorries. Although it won't have you hooked indefinitely, Overlander isn't a bad game at all, and in fact it's a pleasing alternative to the official Road Blasters. Worth the money.

SPECTRUM £2.99
A decent burn-up-the-road game with a fair few hours of blasting built in.
OVERALL 75%

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BUD

BATTLE SHIPS
ENCORE

If you're the sort of person who has neither friends nor squared paper, this could be the game for you. The ancient pencil-and-paper parlour game has been stylishly computerised with a fairly intelligent electronic opponent and fancy graphics of battleships, aircraft carriers, submarines and torpedo boats glugging their way to a watery grave. It's a nice game of Battleships but no more enjoyable than the low-tech original, so you might as well save yourself a couple of quid and buy a pad of graph paper and an HB pencil.

AMIGA
£4.99

Battleships is Battleships is Battleships. A good translation but only entertaining until the novelty wears off.

OVERALL 61%



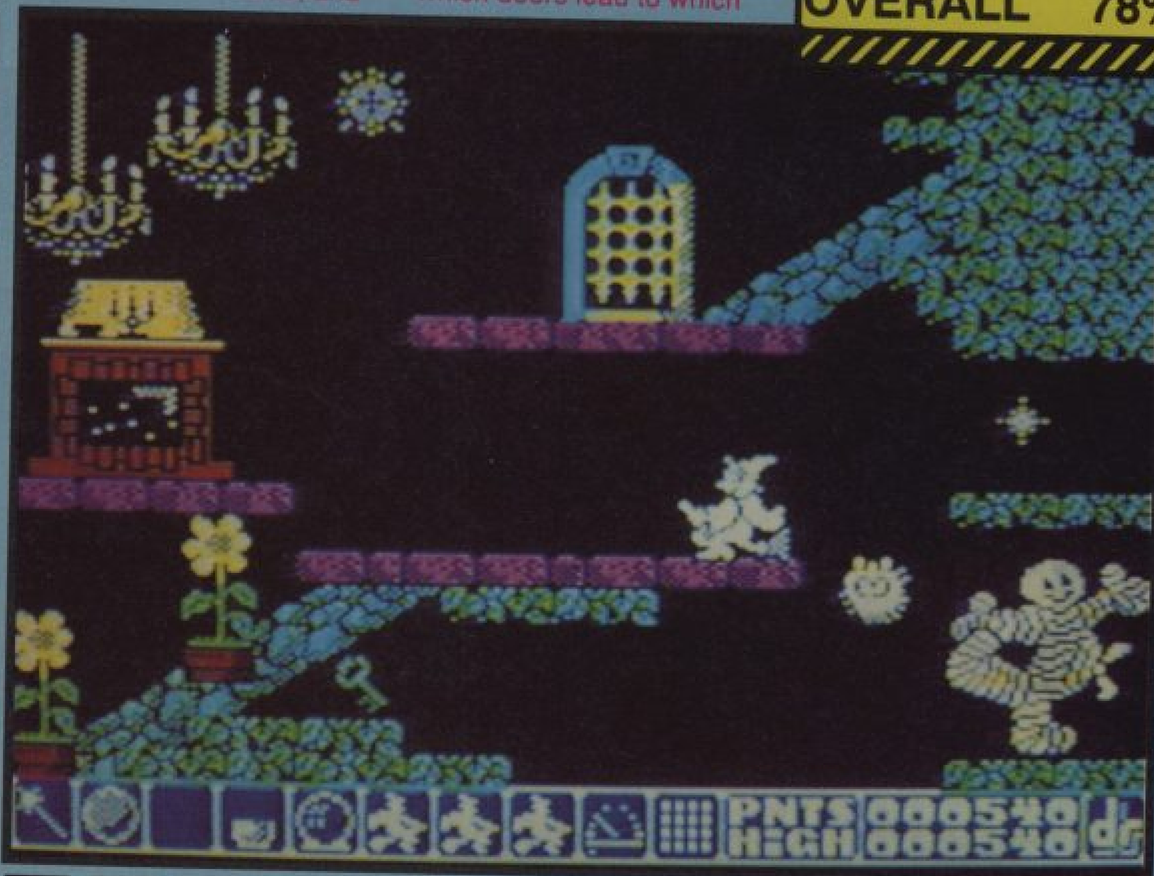
HALLOWE'EN
SILVERBIRD

Remember Olli and Lissa, the ambulatory blobs from the old Silverbird platform game? Well, they're back (sort of) in Hallowe'en. The storyline is difficult to follow, but apparently Olli's chum, Arabella the fairy (who looks more like a witch), has baked a cake which exploded and blew 16 objects all over Olli and Lissa's castle, and now she has to return them. Before she can collect each item, though, she needs to collect a wand, which seems an unnecessary fiddle, but thus armed she can zap the nasty creatures which have infested the castle. Unfortunately, finding your way around the multitude of screens can be a bit confusing until you've worked out which doors lead to which rooms, but once you've got that sorted out this turns out to be quite an enjoyable game. Arcade adventure fans, check it out.

SPECTRUM
£2.99

A good example of the sort of arcade adventure you see a lot on Spectrum budget labels.

OVERALL 78%



SAS COMBAT SIM
CODE MASTERS

Never ones to exaggerate, Code Masters reckon this game has "Absolutely incredible playability!", but we beg to differ. SAS Combat Simulator is an unexciting sort of Commando clone with extra bits, namely horizontal AND vertical scrolling, the ability to climb into any nearby vehicles (as in Ikari Warriors) and a small beat 'em up section. These features do add a bit to the basic game, but not enough to raise it above the ranks of the mediocre. The soldiers are cute rather than macho, yet the collision detection sometimes renders them tough enough to stand up to a blobby bullet through the head. If you want a decent combat game, Encore's recently rereleased Amiga version of Ikari Warriors is more action-packed, and is the same price.

AMIGA
£4.99

Weak murdering-people game which makes a mockery of the Code Masters Seal of Approval.

OVERALL 50%



DGET



HOPPIN' MAD
ENCORE

Life is tough when you're a rubber ball, and even tougher when you're four rubber balls, as this surreal piece of software shows. The scrolling landscapes are packed with enemies - bees, rocks, worms, and worst of all, nasty, spikey cactus plants - which your spherical quartet have to bounce over if they're to remain unpunctured. To progress to the next level you have to satisfy your balls' rubber fixation by collecting a quota of drifting balloons. It's a brainless, jolly sort of game with adequate graphic and sound accoutrements, but the action is unlikely to get the pulse racing, even in a chronic angina patient.

AMSTRAD
£2.99

A cute but unexciting game. Buy it for your little sister.

OVERALL 67%

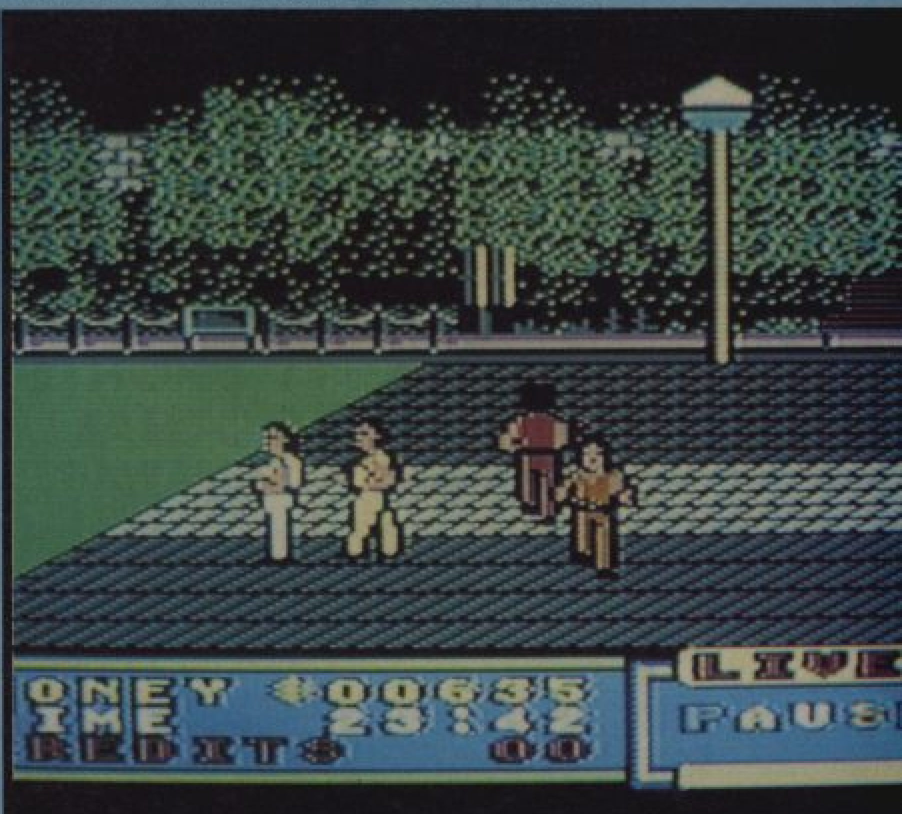
STREET WARRIOR
SILVERBIRD

C64
£2.99

A very simple beat 'em up that fortunately doesn't play as bad as it looks.

OVERALL 51%

Just by coincidence, this cut-down Double Dragon lookalike actually features the "Dragon" Gang! Naturally, you play the lone defender of niceness in this neighbourhood and it's up to you to punch and kick your way through the gang's ranks and teach their "Boss" the error of his ways. Downed thug leave their wallets for you to pick up and at the end of the level you can collect a bulging sack of cash to turn into extra time, or a bomb to use on the next level. The combat is incredibly simple and the graphics could safely be described as gruesome, but the music is quite a good groove and an ardent basher-up could probably squeeze a couple of hours play out of Street Warriors.





ENTER-PRISE
MASTERTRONIC

AMSTRAD
£2.99

Very stupid and annoying attempt at a space trading game which is about as enjoyable as eating live slugs.

OVERALL 39%

Here's a space simulation which would seem to be boldly going where the likes of Elite have gone before, but unfortunately ends up in a Black Hole. The Enterprise is not kitted out for combat, so don't expect any exciting dogfighting. Instead, you have to glean thrills from choosing planets to trade with, then landing your craft and trying to buy and sell to very stupid aliens who reply to your sales pitches with such gems as "But what if Arnold C Bodworth were to fall off his bike today?" Hilarious, eh? If such a surreal blend of alien comedy and ore marketing appeals to you, this is the game you were born to play.



UPDATE



PUFFY'S SAGA
UBISOFT

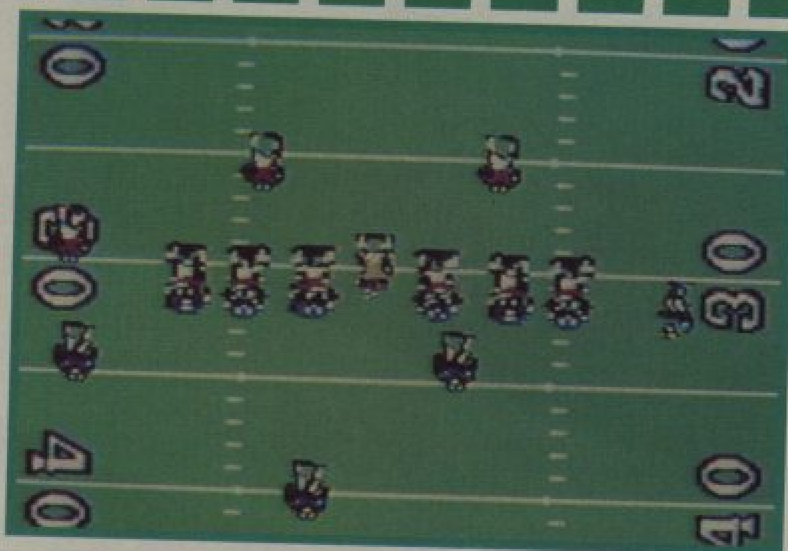
Puffy and his girlfriend, Puffyn, are trapped in a weird world of mazes. Quite how they came to be there is uncertain, but they're there and it's your job to get them out. Twenty levels await the spherical sweethearts, levels which are jam-packed with all manner of hazards from locked doors to energy-draining forcefields and, of course, a whole stack of baddies which include scarlet ghosts and fire-breathing dragons. To give you a helping hand there are a selection of items to collect, such as keys, extra weaponry (you begin with pretty feeble spitting capabilities!!) and, of course, loads of food to keep your pecker up. Puffy's Saga is an out-and-out Gauntlet clone, but a very good one. Cute graphics, lots of sampled sound and music, and a hectic dash around the many mazes ensure enjoyment from the moment the game's finished loading.

AMIGA
£24.99

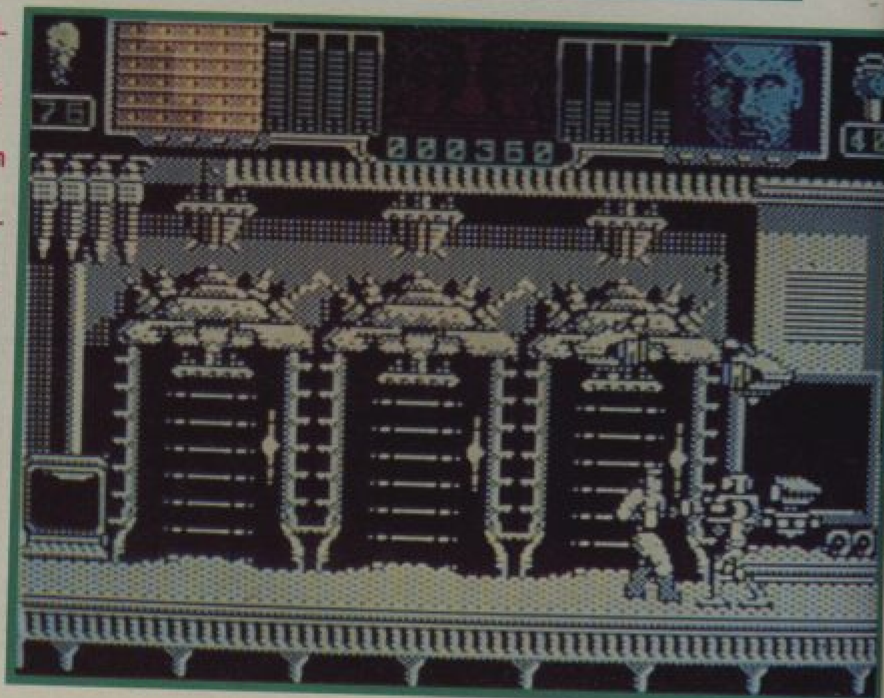
It looks cute and plays rather well indeed. One of the better Gauntlet derivatives available.

OVERALL 82%

TV SPORTS FOOTBALL
CINEMAWARE



Thirty-two! Eighteen! Twenty-six! Hut! Hut!! To those of you not in the know, that's a cry often heard by fans of American Football. You won't hear it in the C64 conversion of the classic Amiga title, but you do get some hard and fast footy, complete with a pre-game commentator to give you the lowdown on exactly who is doing what and where. There's actually very little difference between C64 TV Sports Football and its 16 bit father. Graphically it's superb, with lots of animation screens such as the flip of the coin at the start, the "talking" TV front-man, and the like. The main game too has been well programmed, although I would have liked more time to plan a move than the computer actually allows. Generally though, a fine conversion of a great game (if Gridiron is your thing, that is).



C64
£14.99

A first rate American Football sim made even better by the inclusion of superlative graphics throughout.

OVERALL 84%

POWER-BOAT USA
ACCOLADE

It's the boating season in America, but as we're all stuck here in chilly Blighty why not take to the seas in one of the craft offered by Accolade? There's a choice of boats, including the Don Johnson Special (?), and a selection of courses to race on. Just sign in at the registration post, go out for a qualifying lap and you're in the race! Watch out though, because if you over-rev or crash too often you'll damage your boat and that means time wasted in the repair shop. Sounds dead exciting, but believe me it isn't. The different courses all look and feel exactly the same as each other, and there simply isn't any challenge, short-term or otherwise.

C64
£9.99

A poorly programmed arcade simulation, sporting badly-designed graphics and little in the way of playability.

OVERALL 31%





TOWER OF BABEL
MICROPROSE

Here you are, stuck in the sprawling tower of Babel, with nothing save your wits and three programmable robot spiders to assist you in your escape. The spiders - Grabber, Pusher and Zapper, can be moved around the patchwork landscape and made to grab, push and zap objects and baddies, allowing easy access to the Klondike keys which open the routes to more demanding levels. The Klondikes are always heavily guarded in places which at first glance look inaccessible, but with a bit of cunning (and a good knowledge of how to exploit each object's characteristics). Tower of Babel is an unusual game - no fast and furious blasting of enemy hordes, just good, honest arcade strategy made even more appetising by the pretty 3D graphics. You'll probably hate the first few goes, but beat a couple of the levels and you'll be hooked.

AMIGA
£24.99

Tower Of Babel won't be to everyone's taste, but if you're big on strategy games and want something a little extra, check this out.

OVERALL 90%

HAMMERFIST
VIVID IMAGE

The Master has been a bit of a naughty boy, so two of his holographic fighters have appeared from their chamber and set out to close down his system. What follows is screens and screens of strategic killing, using Hammerfist to dole out lethal power punches and his female counterpart to leap and somersault around the various levels. We looked at Hammerfist last month, and now we've got our mitts on the Spectrum and CPC versions which are actually very creditable conversions. The graphics are sharp (more so on the monochromatic Speccy game) and all the gameplay found on the other versions exists in these two. A great start for a fledgling company.

SPECTRUM
£9.99

Monochrome graphics, but that doesn't harm the overall game which stands out as one of the better arcade adventures doing the rounds of late.

OVERALL 87%

AMSTRAD
£9.99

Practically the same game as that on the C64, with colourful graphics and well-hard gameplay.

OVERALL 88%



▶C64 AMIGA

BY SYSTEM 3

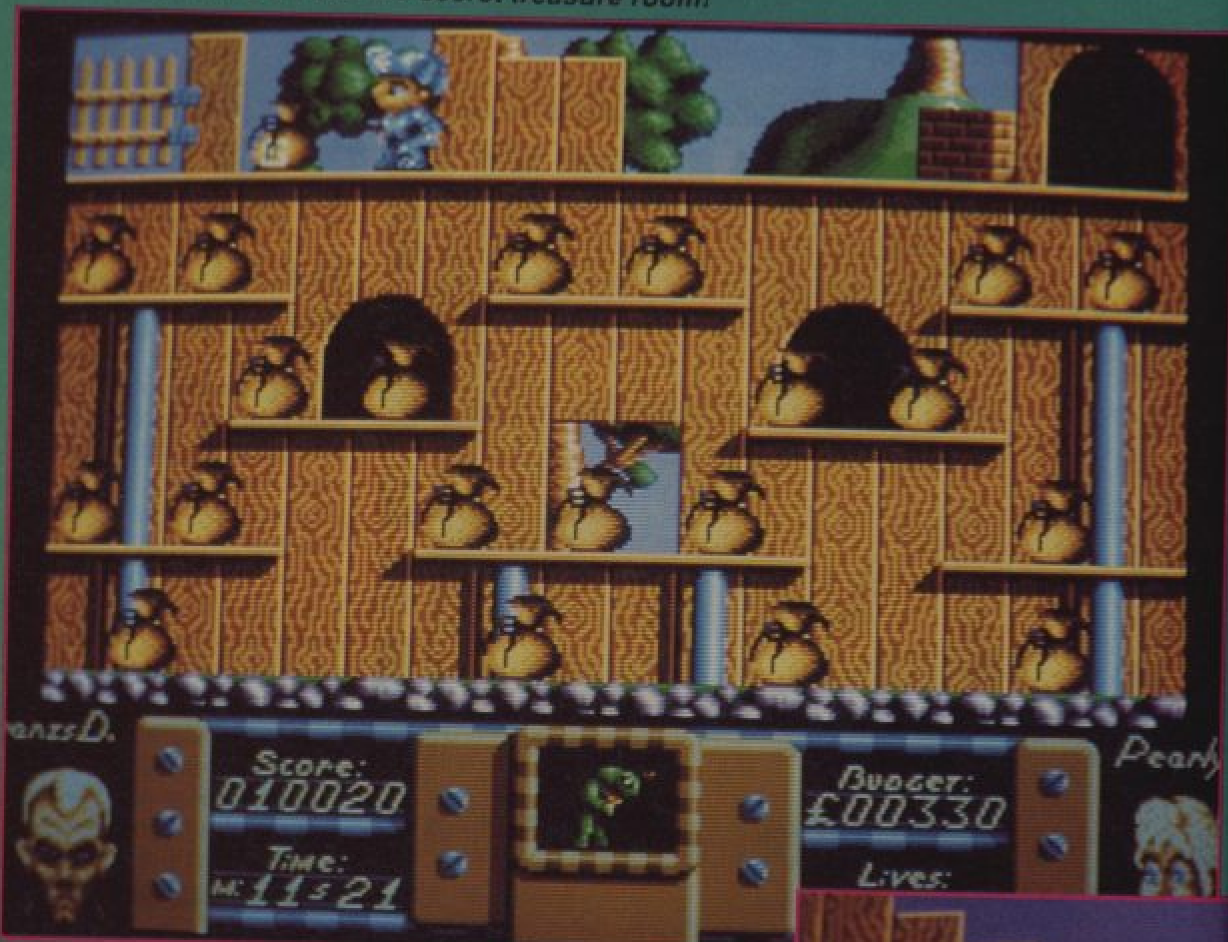
FLIMBO'S

Evil professor Franzs Dandruff's rejuvenation experiments have gone seriously wrong and instead of becoming eternally young, he's ageing rapidly. The only way for him to restore his fading youth is to extract the bodily fluids from a virginal young lady to replace his own. Unfortunately, he's kidnapped Pearly, the girl of Flimbo's dreams, and in only twelve hours he plans to throw the switch and suck her dry.

Between Flimbo and Dandruff's castle are seven sideways-scrolling levels crawling with the products of Dandruff's failed genetic ex-

C+VG HIT!

▼ *Hooray! Flimbo's found a secret treasure room!*



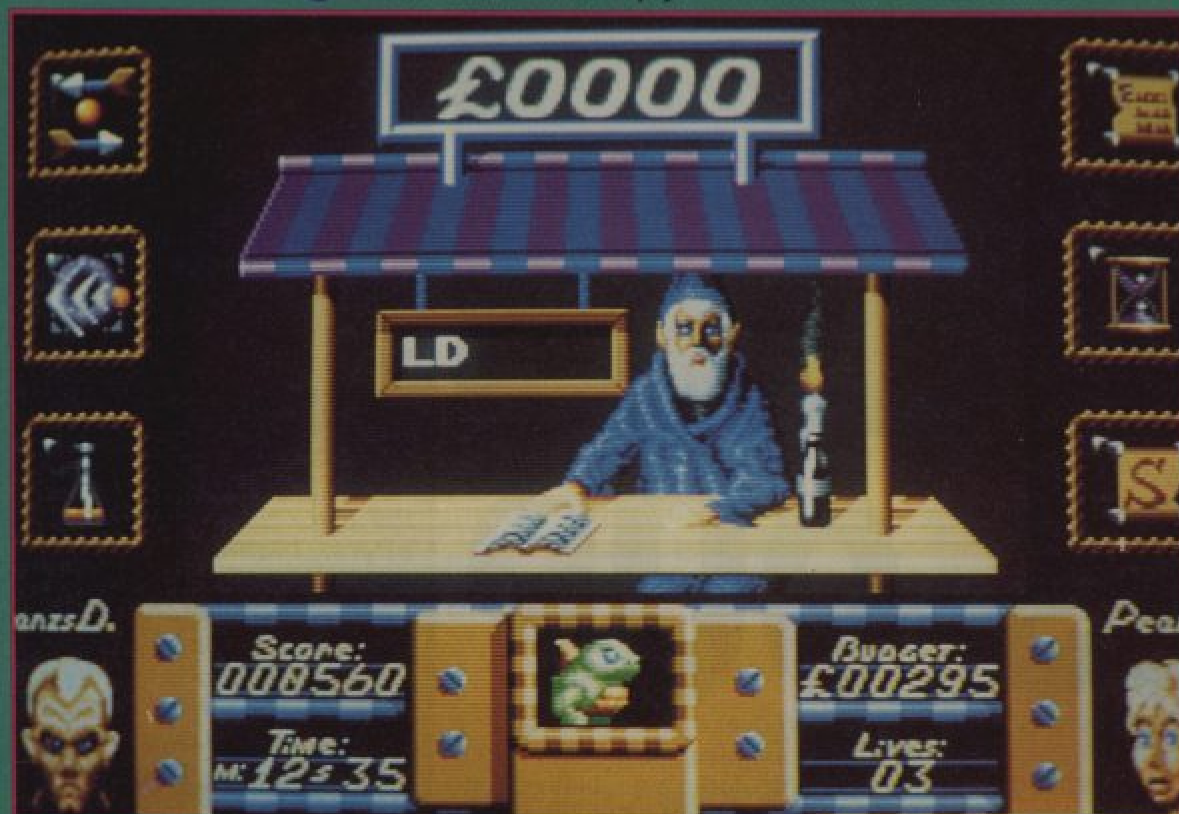
▼ *Yeek! Spooks give chase in the C64 version.*





'S QUEST

▼ The wizard can help you out with all sorts of extras.



▼ Where does that door lead?



periments. Certain creatures (indicated in a panel at the foot of the screen) are carrying letters from a password and to complete each level, Flimbo has to shoot these creatures, collect the letter and take it to the local wizard's Password and Extra Weapons Emporium. When the wiz has the whole word (they're actually machine code mnemonics) he lets you into the next bit.

As I've already mentioned, the wizard also sells extra bits to help Flimbo's quest. Collect the cash from dead beasts or a secret treasure room and you can buy a better weapon, extra time, an immunity potion, a password letter or even the whole code (which saves a lot of time but costs a lot of money).

UPDATE

Spectrum, Amstrad and ST versions of Flimbo's are on the way costing £9.99 and £19.99 respectively, and they should be on the shelves of your local software store by the end of May.

AMIGA
£24.99

This version boasts clearer graphics and a slightly more tuneful soundtrack of course, but apart from those differences Amiga Flimbo's Quest is the same as the C64 version, just as playable, just as addictive.

OVERALL 92%

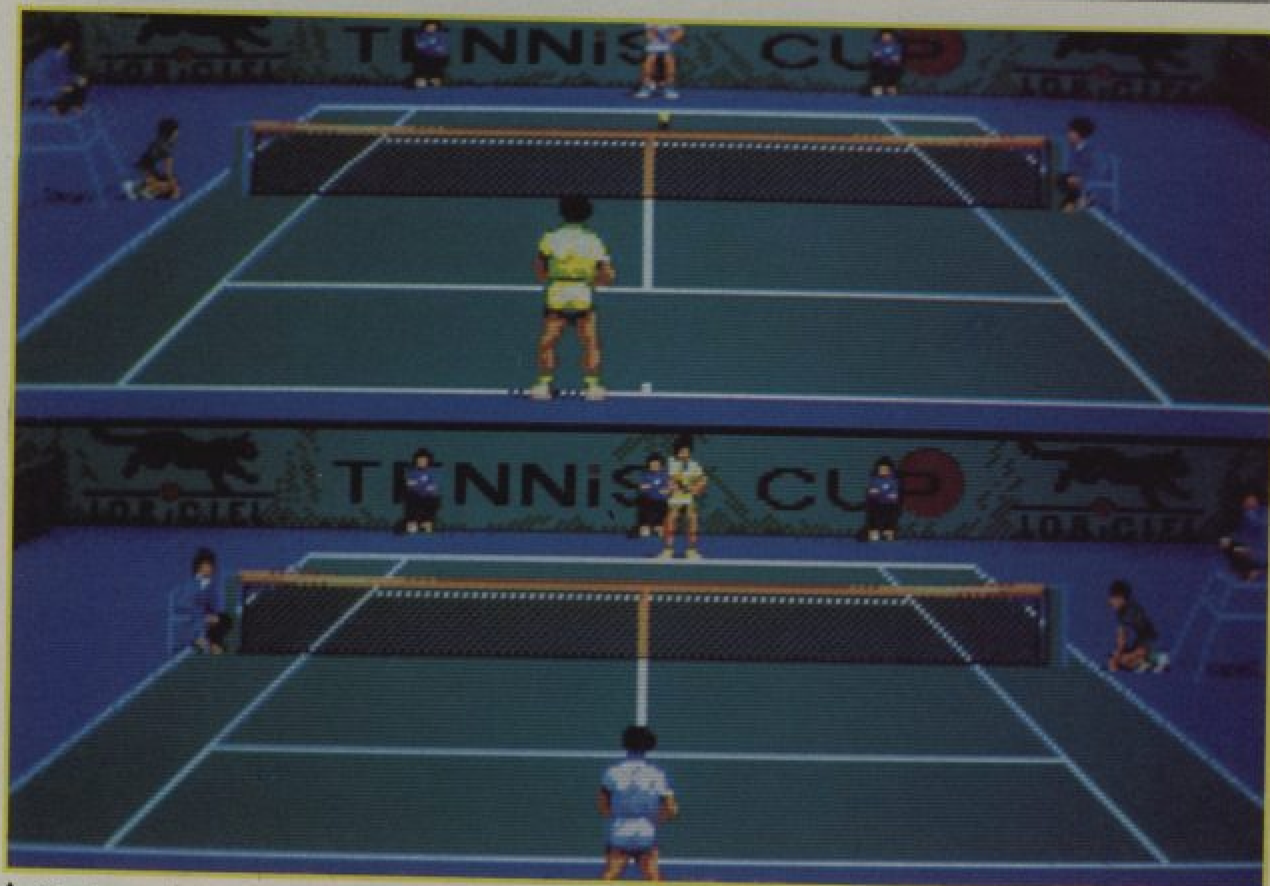
C64
£9.99

This is quite a departure for System 3 - a game without ninjas or machine guns! Obviously they've decided to go for a console-esque look and feel in the hope of capturing some console playability, and unlike so many other software publishers, they've succeeded. The graphics are stylish and cartoony, the gameplay is simple yet very, very addictive, and they've even crowbarred in Mario Brothers-type treasure rooms and hidden bonuses to make things even more interesting. If you're currently lamenting the lack of decent, original software on the C64 then Flimbo's Quest is a game you absolutely must get your hands on.

PAUL GLANCEY

GRAPHICS	89%
SOUND	88%
VALUE	90%
PLAYABILITY	92%

OVERALL 91%



▲ Carlos and Jose psyche each other out on the baseline.

TENNIS CUP

C+VG HIT!

BY LORICIELS/ US GOLD

With Wimbledon more than a ball's bounce away, tennis-starved fans can gorge themselves on some French racquet play.

Tennis Cup offers both tournament tennis and one-off matches, with enough options to satisfy the most fastidious aficionado of the sport. One or two players can take part over one, three or five sets against each other or the computer in a doubles match. Four types of court are available (grass, clay, indoors, hard), and computer opponents are set at one of three difficulty levels.

The action is displayed split-screen, the players' areas scrolling sideways to accommodate wide shots (effectively this gives two screens' width). There are six different types of service and 30 different kinds of stroke available, depending on where you're standing and the type of shot your opponent has just played. Normal tennis rules apply, and particularly successful players can be saved to disk for later use.

▼ Jose wins the match and the trophy.



UPDATE

Tennis Cup is only available on 16 bit, and the ST version should be at your local software emporium soon.

AMIGA £24.99

Tennis Cup is one of the most innovative and complex simulations of the sport yet seen on 16 bit. The split screen perspective, even though it sometimes feels cramped, conveys the action brilliantly - both players can have the extra realism that 3D offers. Technically, too, the gameplay is accurate: the ball movement and shadows are nicely done, there are some smatterings of speech and the players are well animated. Mastering the wide variety of strokes and services takes a lot of practice, but there are plenty of easy opponents to play against before challenging the real masters. What makes Tennis Cup so outstanding, though, is the presentation - apart from some niggly disk loading times, there's great scope for changing all the parameters from player statistics to the type, length and difficulty of a match. It's a game any tennis fan should get their hands on.

GORDON HOUGHTON

GRAPHICS	78%
SOUND	80%
VALUE	83%
PLAYABILITY	86%
OVERALL	85%

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"THE FATE OF THE WORLD IS IN YOUR HANDS!"

JAKE

"DESTROY THE EVIL REPTILONS"

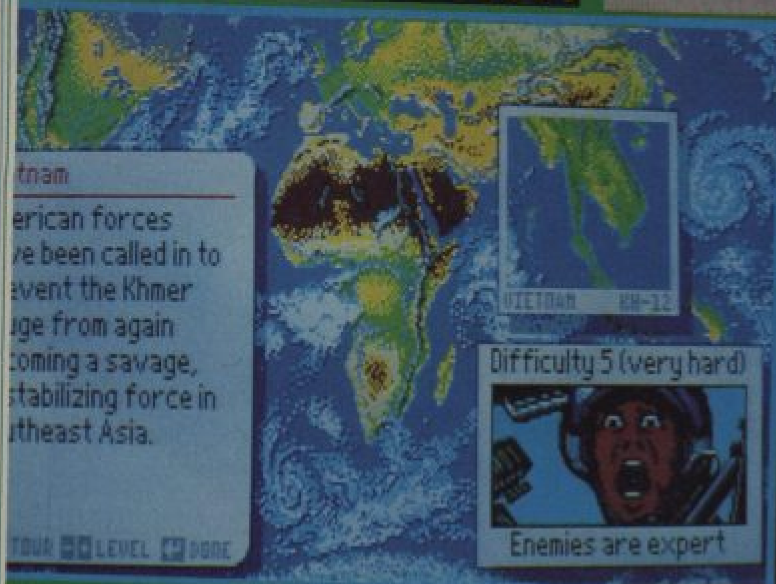
DUKE

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Once you'v memorise t a key and t runway wh for takeoff.

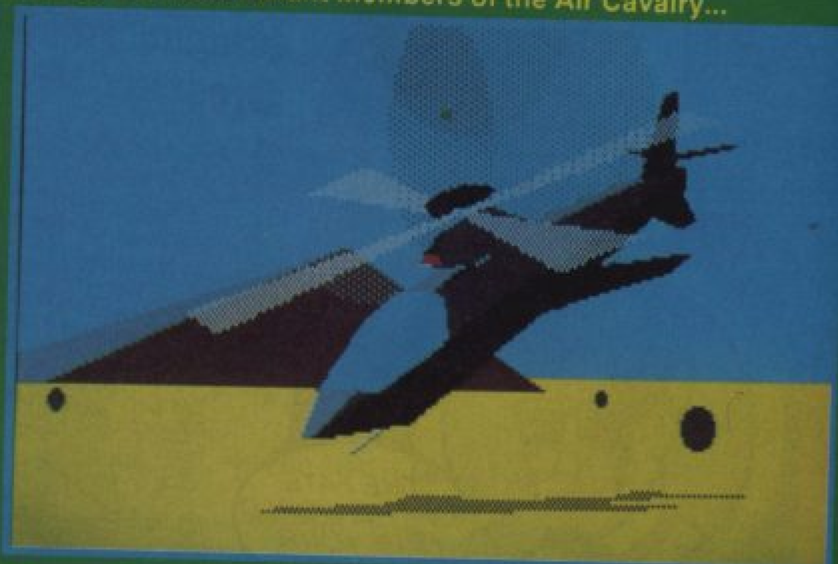
BY ELECTRONIC ARTS

LHX ATTAC CHOPP

Have you the security clearance and the courage to fly the LHX Attack Chopper? There's some dangerous work to be done on the world's battlefields, but medals and promotions are the rewards for the most valiant members of the Air Cavalry...



The Bell/Boeing V-22 Osprey Multi-Mission VTOL Aircraft. Though its fuselage resembles that of a transport plane, the Osprey has two huge propellers mounted in rotatable pods which let it take off like a helicopter, then fly like an aeroplane. This gives it a sizeable speed advantage over the other machines, and it's worth getting used to the unusual handling as the Osprey is perfect for making fast getaways after a supply drop.



The LHX (Light Helicopter eXperimental) Scout/Attack Helicopter. Never seen by tax-payers' eyes, this top secret gunship features state-of-the-art avionics and weapons capabilities. It has no vulnerable tail rotor, and instead a ducted fan counteracts the torque generated by the main rotor. Unfortunately, this one got in the way of one heatseeker too many and is about to become several million dollar's worth of scrap metal.



e you've [c]hosen your aircraft and armed it, [mem]orise the [m]ission plan. Once you're done hit [an]y and the [sc]reen zooms right down onto the [run]way where [y]our chopper is ready and waiting [for t]akeoff.

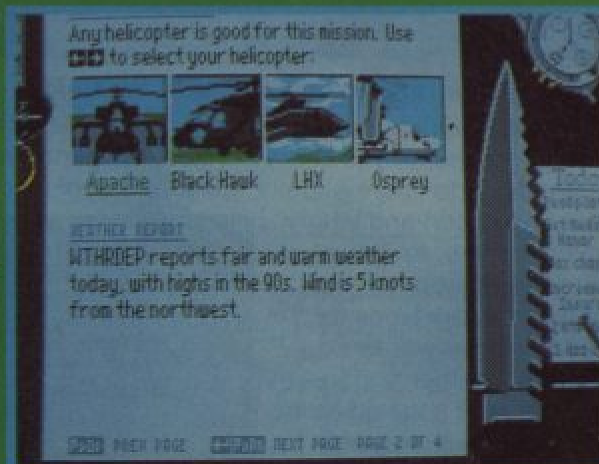
▲ Each helicopter is kitted out with advanced targeting systems to pinpoint the exact position of the enemy and your objective. Here, for example, is a Russian T-72. Better launch a Hellfire before it gets you in its sights!

[BLA]CK [CHOP]PER

UPDATE

Unfortunately LHX looks like it's going to be a PC-only title for the foreseeable future, but we reckon Electronic Arts would be wise to consider 16 bit conversions.

C+VG HIT!



▲ For most missions you get the choice of all four helos, but the rescue sorties and supply drops require the cargo bays of the Black Hawk or Osprey.



▲ The 'bird on the ground is the Sikorsky UH-60A Black Hawk Multi-Role Utility Transport Helicopter. Bigger and slower than the Apache so it's best used in rescue missions, but fully armed, the Black Hawk can still pack a powerful punch when faced with enemy ground forces.



▲ The McDonnell AH-64 Apache Anti-Armour Attack Helicopter. Armed with a pair of Sidewinder air-to-air missiles, some Hellfire air-to-ground rockets and a 30mm chain gun, this makes a formidable opponent in all combat situations.

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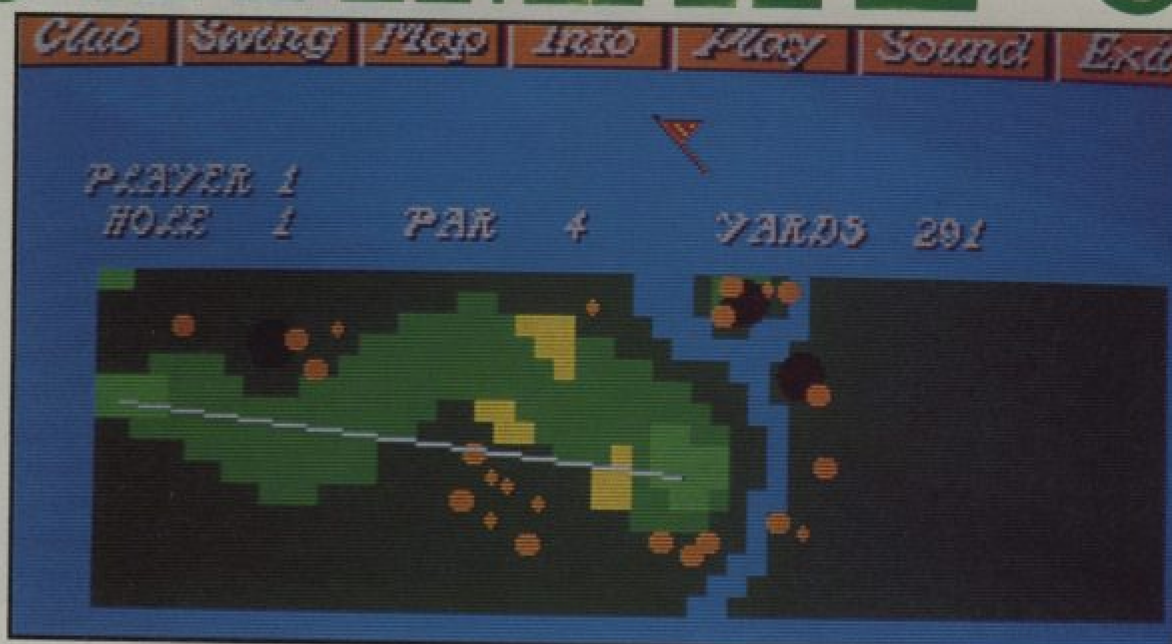
PC
£39.95

Simulations of "make-believe" aircraft are rarely as stimulating as games based on the real thing, but LHX Attack Chopper is the exception to the rule, especially as there are also three proper choppers to take to the skies in! The number of warzones is initially disappointing, but when you see the list of scenarios for each one, everything is put into perspective. Each craft has a distinctive flying feel, which means you need to alter your strategy each time you play, and even on the easiest level, the enemy are tough nuts to crack, calling for all your skill and nerve if you want to live to fight another mission. Graphically, LHX is nothing short of outstanding. Each helicopter looks exactly as it should, as do the tanks, choppers and jets, and as well as the usual mountains, bridges, roads and bunkers, the ground detail also extends as far as tents and camels in Libya, men with AK-47s in Vietnam and half-timbered houses in Germany! When you choose a rescue mission, the rescuee even waves his arms in the air to attract your attention! Brilliant though it is, this still isn't the best flight sim available (F15 Strike Eagle II holds that accolade) but it's the best helicopter sim EVER. If you've got a PC, put LHX Attack Chopper right at the top of your games shopping list.

PAUL RAND

GRAPHICS	97%
SOUND	90%
VALUE	95%
PLAYABILITY	96%
OVERALL	97%

ULTIMATE GOLF



▲ *Plan your strategy on the map of the hole.*

BY GREMLIN GRAPHICS

Gregory John Norman, he of the golden locks and cute 9-iron, has won 58 major tournaments around the world. Last year he accrued $835,000, bringing his career total to just over $3,000,000. He's 6'1", dabbles in snooker and has his name plastered all over Gremlin's answer to Leaderboard.

Ultimate Golf claims to simulate real holes and courses right down to information about vegetation and yearly weather cycles. An introductory menu screen features four basic game types for 1-4 players, allows you to alter the wind, weather and ball effects and load a saved game.

The action is presented in 3D; an info bar reveals all the necessary course details - wind speed, weather conditions, course length, club selected, hole and par numbers, and strokes used

AMIGA
£24.99

Virtually the same game as the ST. It needs practice, but it's well worth it.

OVERALL 81%

▼ *Hone your stroke to perfection here.*



UPDATE
No other versions are planned.

ST
£24.99

Ultimate Golf lives up to its title: it's just about the most comprehensive simulation of the sport to date. The easily-accessed menu system allows very subtle alterations to every stroke, and the random wind factor adds an extra edge of judgement and skill. The course viewpoints are very quickly drawn and quite detailed - but dividing the terrain into grid sections gives the game an artificial touch. This isn't the only fault: the caddy (if you use him) has a habit of thinking for too long; and the ball movement, though mostly accurate, occasionally feels awkward, particularly when putting large distances. These are minor drawbacks, though: the game system is unsurpassed in its flexibility - you can change everything from opening the face of the club to the viewpoint - all of which can alter the game significantly. It's not as much fun as Leaderboard, but it's a far more accurate simulation and should appeal to armchair pitch and putt fans looking for something a bit more demanding.

GORDON HOUGHTON

GRAPHICS	79%
SOUND	61%
VALUE	77%
PLAYABILITY	84%
OVERALL	81%

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HOT ROD

BY ACTIVISION

▼ The cars rev up on the starting grid.



This is the life. Ripping up the track, slamming pedal to metal with the sharp tang of burning rubber up your nose. What could be better than zooming around a course in your favourite four-wheeler?

Hot Rod has thirty tracks with differing terrains - just when you've got the hang of tarmac you speed onto rough ground. If you think that's easy, there's also ice, rain, snowdrifts, fatal rock slides and slippery sand. And just for good measure there are plenty of mad drivers whizzing about who aren't even in the race!

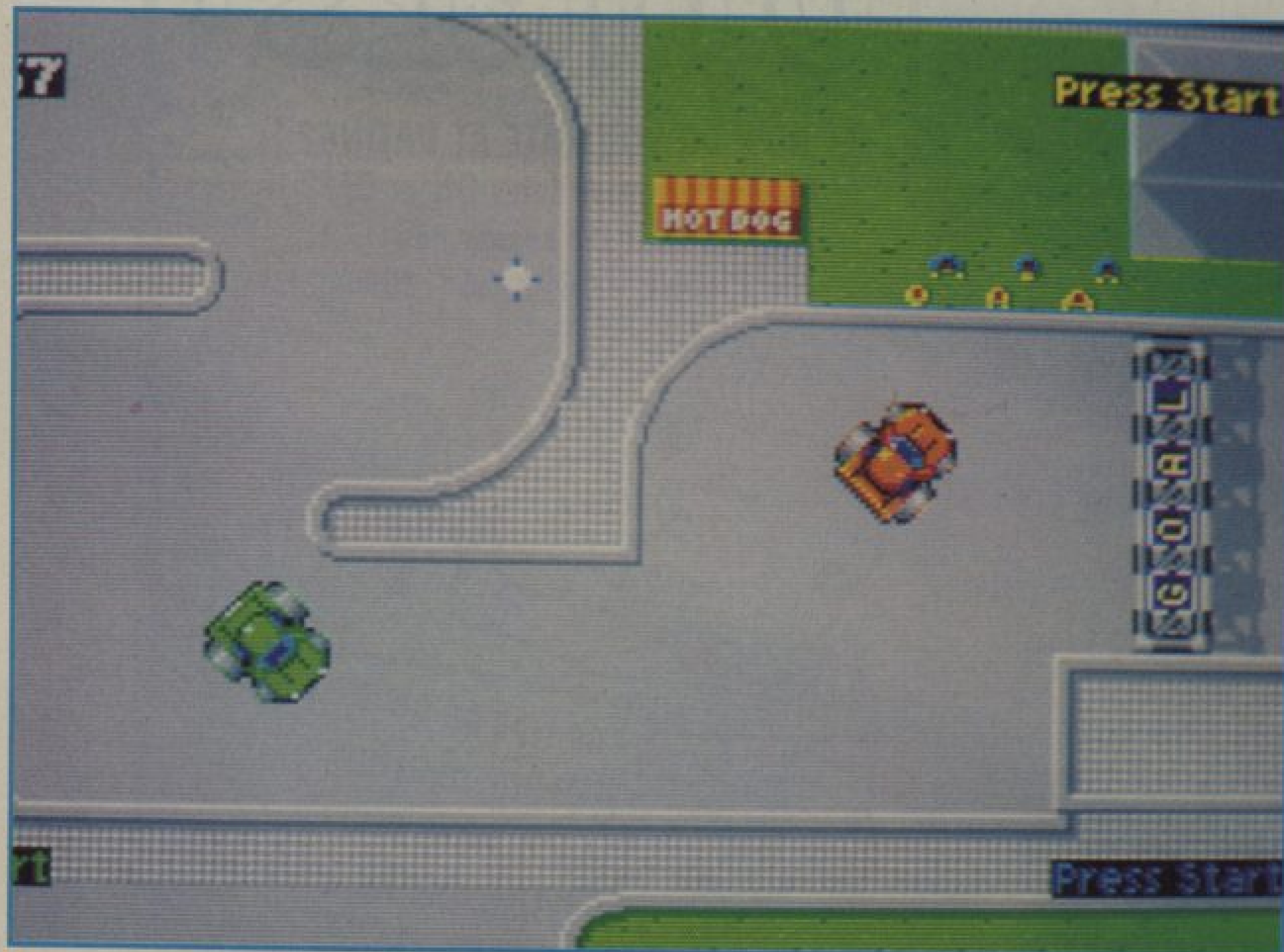
Those nifty enough to take the lead are rewarded with first pickings of extra petrol and points - and what do points make? Money, in this case. No race game would be complete without cash to buy a collection of crucial car customisations - and Hot Rod obliges with bigger engines, tyres, wings (for increased manoeuvrability), and bumpers.

Win the race and you get tons of extra money and points. Run out of petrol and you've had it.

UPDATE

ST owners with the need for speed will have to fork out 24.99. Boy racers with a Speccy, Amstrad or C64 face a mere 9.99 (cassette) and 14.99 (disk). All versions are out now.

▼ Yay! You won!!



AMIGA £24.99

Hot Rod is a pretty nifty Super Sprint clone, but lacks the polish to make it a great game. Graphically it's nothing special - the cars are basic and the backdrops don't show much imagination; sound, too, is limited to monotonous music and some feeble burms. The real problem is the map design: some of the corners are just too tight to avoid, and if you slip behind the leader or bump into an obstacle it's almost inevitable that you'll lose gas catching up. As a single-player game it's not tops, because most of the computer opponents are thick and you end up having to beat just one. The multi-player mode rescues it from obscurity, though - if you've got a four-player adapter, you get the fun of competing against equals.

GORDON HOUGHTON

GRAPHICS	66%
SOUND	60%
VALUE	63%
PLAYABILITY	70%
OVERALL	70%

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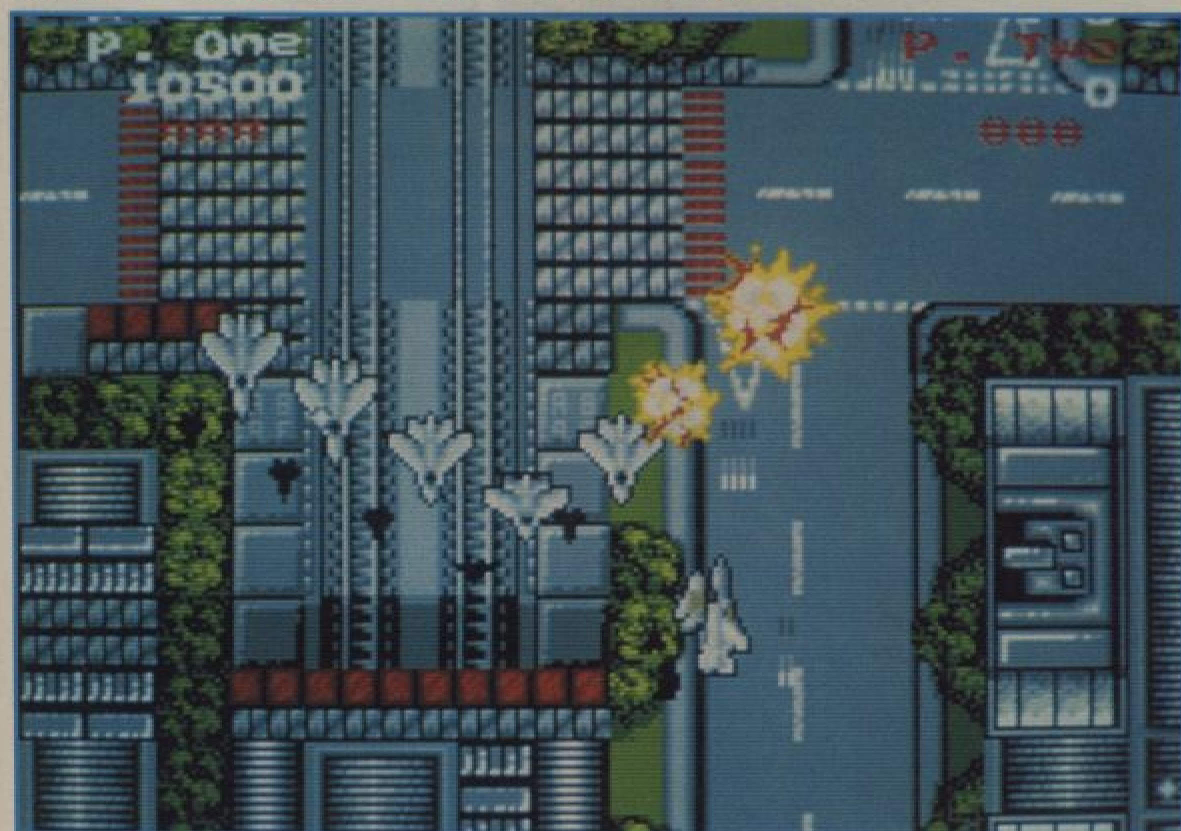
▲ *Shoot all the red planes for a power up.*

BY ACTIVISION

It's sick bag time again, folks. Time to slip into that cool leather flying jacket, snap on the shades and prove that you and your joystick are masters of the skies.

Sonic Boom, the title of the original Sega coin-op, is also the world's most powerful jet fighter - and you drew the short straw when it came to defending vital military bases from global terrorist attack. Mission instructions are short and sweet; wipe out aerial formations and ground-based oil rigs, pick up parachutes for extra fire power and additional outrider jets.

That's if you can manage to dodge all the bullets and avoid the fireballs the exploding rigs leave behind. One or two players can take part and there are six levels, stretching across deserts, cities and seas. At the end of each stage a huge mega-target appears - put out all its gun emplacements and you're well on your way to becoming top gun.





◀ *Level one's carrier is no more!*

UPDATE

ST (24.99) and 8-bit (9.99, 14.99) versions should be coming out round about now. The gameplay is essentially the same, though on 8 bit there won't be a two-player option.

AMIGA £24.99

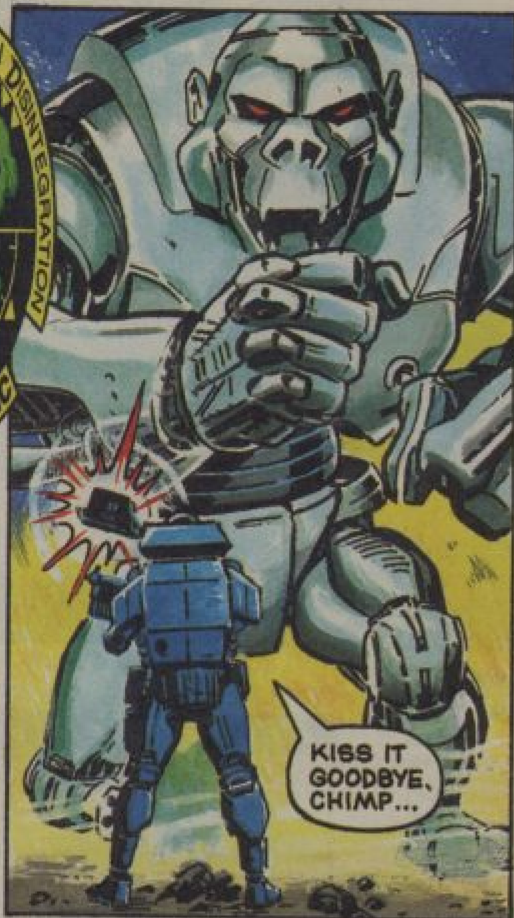
There are great shoot 'em ups that would tempt you to trade your granny for, and there are shoot 'em ups you wouldn't even swap a purple tank top for. Sonic Boom comes somewhere in the middle. Technically, it's all fairly competent - the scrolling's smooth, the collision detection's accurate, the graphics are adequate - but what's really missing is some seriously sizzling gameplay. Fast-paced action, innovative weapon improvements and devious alien formations, Sonic Boom just hasn't got. Instead, it's just a plain, old-fashioned and mostly unoriginal blaster which churns out wave after wave of well-defined enemies but still lacks the pazazz that would lift it head and shoulders above the crowd. Weedy bullets, irritatingly droning sound and unspectacular graphics amount to more of a sonic poop than a boom.

GORDON HOUGHTON

GRAPHICS	62%
SOUND	59%
VALUE	46%
PLAYABILITY	50%
OVERALL	53%

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...SOMETHING MUCH WORSE IF WE'RE NOT...















SCRIPT: RIMMER ART: ZIPP NOLAN ©90 PMd

CONTINUED... NEXT MONTH!



▲ You need a helmet on the building site.



▲ Good skaters always bring their life jackets.

SKIDZ

BY GREMLIN

Richard Branson has a lot to answer for. In this game you play a devotee of his urban clean-up campaign, but just to be different you've decided to go about your litter-collecting spree on wheels. Regaled in psychedelic raving gear, choose either a skateboard or a bike (there's not an awful lot of difference as far as gameplay goes) and head off to clean up town.

The highways are strewn with bits of paper and bottles, and you have a limited amount of time to ride from west to east, collecting up at least 75% of the litter and dumping it in dustbins.

Accompanying the rubbish on the roads are some more environmentally-friendly objects which aid your mission. Clocks give you extra time, fruit boosts your energy level, toolkits fix any damage you may have incurred by crashing or riding over broken bottles, and coins let you buy extra equipment (helmets, puncture repair kits, water bottles, etc) in the shop which appears between levels.

Certain pick-ups are stashed in such awkward positions that you'll need to use all your trick cycling/skating skills to leap over obstacles. Score bonus points while you're in the air by performing wacky stunts, but get it wrong and you could come a cropper and lose energy.

If you get bored of the rubbish collection, you can enter a race around the local skate park. It's jam-packed with obstacles, though, so you must master jumping techniques just to stand a chance of winning the practice race!



▼ Wonder if they've got an Out Run in there.

UPDATE

Apologies 8 bit owners, this one's ST and Amiga only, at least for the foreseeable future.

ST
£19.99

Gameplaywise, the ST version of Skids is the same as the Amiga version, the only differences being in the graphics (no overscan scrolling) and the sound (no samples in the music). Still good fun though, especially if skating or cycling is your bag.

OVERALL 78%

AMIGA
£19.99

Difficult gameplay seems to be a hallmark of Core's games (Rick Dangerous, Impossamole, Switchblade, Action Fighter, etc) and while Skidz is one of their easier productions, it's still quite tough to play. The major difficulty is down to the controls. Steering is fine, but you have to press fire continuously to keep your speed up, and once at top speed a further press makes you jump, so if you don't keep a constant eye on the speedo at the bottom of the screen you end up jumping when you're facing a wall, or riding straight into a tyre when you wanted to leap over it. Coping with that demands heaps of frustration and practice but once you've got into the rhythm of pedalling/kicking, the game is pretty good fun. The graphics are excellent on the Amiga (the game uses a full-screen display), and the soundtrack is a decent groove with plenty of sampled sound. If you're a skater or a mountain biker, give Skidz a whirl.

PAUL GLANCEY

GRAPHICS	84%
SOUND	81%
VALUE	80%
PLAYABILITY	80%

OVERALL 80%

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CRUDE BUSTERS



The weirdly-named Crude Busters is one of the best beat 'em ups I've seen in years.

The graphics are completely superb - the big 'n' beefy hero trogs through the graffiti-sprayed ruins of a city and fights all manner of equally muscle-bound baddies. Combat is brilliant - not only are there a wide variety of moves available like kicks and punches, but you can also pick up any objects that are lying around such as bins and throw them at the enemies. Best of all, if you get into the right position, you can even pick up a baddie and use him as a weapon by throwing him at his mates!

Crude Busters is excellent - get down the arcades and play it as soon as you can. And make sure you have lots of change when you do!

JULIAN RIGNALL

GRAPHICS	95%
SOUND	90%
VALUE	90%
PLAYABILITY	96%
OVERALL	95%



MERCS

Very much in the Ikari Warriors/Calibre 50 mould is Mercs, a shoot 'em up which casts one, two or three players as soldiers of fortune on a long vertically scrolling mission to decimate a vast enemy force.

Each fighter has an energy bar which gets worn down as he gets hit - but fortunately each can give as good as he gets, with a variety of pick-up weapons, including bazookas, flame throwers and missile launchers!

Mercs is an enjoyable blast 'em up which looks great (the background graphics are gorgeous) and plays brilliantly. If you're an Ikari Warriors fan, grab a handful of ten pees and get blasting - you'll love it!

JULIAN RIGNALL

GRAPHICS	92%
SOUND	90%
VALUE	86%
PLAYABILITY	91%
OVERALL	90%

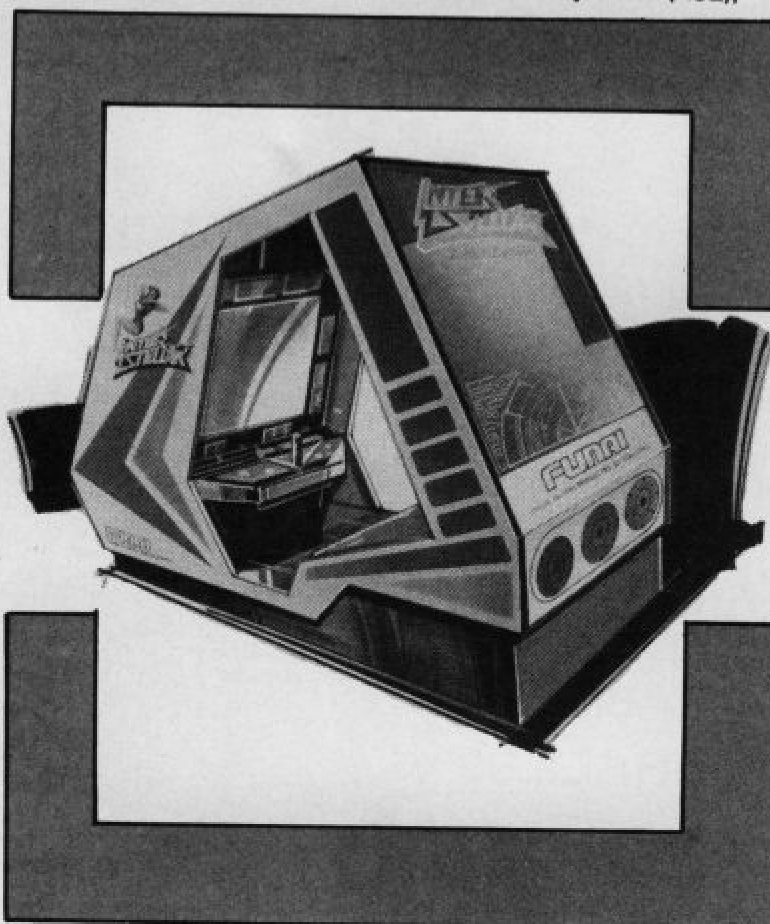




Welcome to the Official UK Arcade Highscore Table, where arcade heroes get to display their record scores. If you're a top scorer, why not send in your achievements and get them up in lights - and earn yourself instant fame and fortune into the bargain! The address is C+VG ARCADE HIGHSCORES, C+VG, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

1942
16,220,960 Daniel Ellis (DAN), Bath, Avon
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1,079,050 Chris Eldred (ELF), Grantham, Lincs
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98-42 D Navin (NAV), Morecambe, Lancs
ARKANOID
1,478,760 Stewart Bell, Macclesfield, Cheshire
ASSAULT
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ATOMIC ROBOKID
14,101,430 Symon Brown, London
BATTLE RANGERS
199,980 Wilson Lau, King's Lynn, Norfolk
BIG RUN
598,300 Graham Shaw (WIL), Loughton, Essex
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19,279,300 Paul Bristow, Erith, Kent
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345,700 Martin Deem, Portsmouth
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570,880 Firoz Rawat, Manchester
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225 Jermaine Allen, London
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4,293,600 Keith Bradley, Blackburn, Lancs
DEMON WORLD
1,501,500 Martin Deem, Portsmouth
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1,010,750 Duncan McNally, Bolton, Gtr Manchester
DOUBLE DRAGON II
891,000 David McCartney, Falkirk, Scotland
DRAGON BREED
1,117,900 Chris Eldred (ELF), Grantham, Lincs
DRAGON SPIRIT
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DYNASTY WARS
1,010,700 Peter Amor, Clevedon, Avon
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1,364,220 Peter Amor, Clevedon, Avon
FINAL ROUND
11,945,600 Tim Walker, Brighton
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3,295,300 David McCartney, Falkirk, Scotland
FORGOTTEN WORLDS
7,819,710 David McCartney, Falkirk, Scotland
GALAGA 88
1,678,070 Chris Ford (CAF), Lancing, W Sussex
GALAXY FORCE
2,253,070 Tony Schrati, Reading, Berks

GANG WARS
150,500 Haq Nawaz, Birmingham
GEMINI WINGS
1,108,640 Martin Deem, Portsmouth
GHOSTS 'N' GOBLINS
7,554,700 Simon Lennok, N Ireland
GHOULS 'N' GHOSTS
106,300 Steve Milne, Bournemouth, Dorset
GOLDEN AXE
285.0 Carl Wakefield (CAW), Morecambe, Lancs
HANG-ON
49,658,320 Martin Deem (MJD), Portsmouth



HAUNTED CASTLE
368,220 Gavin Davis, Swansea
HELLFIRE
327,000 Julian Rignall (JAZ), Southend
HOT CHASE
270,540 Alex Ware (AKW), Shenfield
IKARI WARRIORS
1,412,300 Graham Shaw, Loughton, Essex
KING OF BOXER
487,000 Michael Pearson (MP), Staiths, Cleveland
KLAX
890,600 Julian Rignall (JAZ), C+VG
LEGEND HERO TONMA
209,890 Chris Ford, Lancing
LINE OF FIRE
1,875,100 Grahame Ellis (GRA), Writtle
MAIN EVENT
5,486,800 Tim Walker, Brighton
MIDNIGHT RESISTANCE
1,569,100 J P Hicks, Cleethorpes, S Humberside

NARC
5,990,100 Thomas Matthews (TMC), Eastbourne, E Sussex
NEMESIS
1,376,400 Mario Kyriacou, Canterbury, Kent
NEW ZEALAND STORY
3,500,000 Martin Deem, Porsmouth
NINJA WARRIORS
238,100 TOD, Ballymena, Antrim
OPERATION THUNDERBOLT
1,300,650 Ryan Humphries, Durkar, Wakefield
OPERATION WOLF
5,340,120 P Kollas, Greece
ORDYNE
471,840 Alex Ware, Shenfield
OUTRUN
56,024,110 Peter Amor, Clevedon, Avon
OUTRUN TURBO
22,690,020 Anthony Shilson (BUZ), Tiptree, Essex
PACLAND
4,936,910 Martin Deem, Portsmouth
PANG
1,068,300 Carl Wakefield, Morecambe, Lancs
P-47
3,700,080 Paul Bristow, Erith, Kent
POW
243,880 Anthony Wilson (ACE), Scunthorpe, S Humberside
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2,700,598 Paul Bristow, Erith, Kent
QUARTET
8,576,750 James Washburn, Essex
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1,081,000 Colin McWhirter, Ballymena, N Ireland
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894,950 Jamie Morse (JIM), Weston-Super-Mare
RAINBOW ISLANDS
7,700,000 Keith Hallett (KAT), Enniskillen, N Ireland
ROADBLASTERS
1,560,000 Stu, Melton Mowbray, Leics
ROBOCOP
5,800,000 David McCartney, Falkirk, Scotland
ROCK 'N' RAGE
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6,769,280 Graham Shaw (WIL), Loughton, Essex
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CHAMPIONSHIP FOOTBALL



CHAS

▼ *The bulletin from Nancy at HQ.*



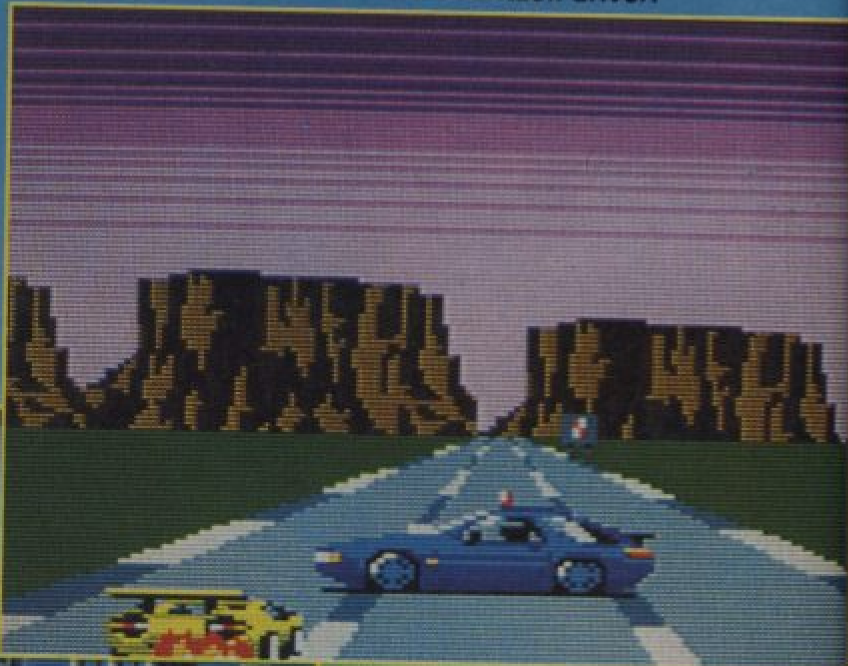
BY SEGA

It's here at last! The official Sega conversion of Chase HQ, Taito's brilliant crash 'n' burn police chase coin-op.

The object is simple: a group of villains are escaping the city in various fast sports cars and you've got to chase after them in your well cool black Porsche and smash them off the road before they reach the safety of the State Line.

The action is played against the clock - first of all you have to catch up with the villain, and once he's in your sights extra time is added

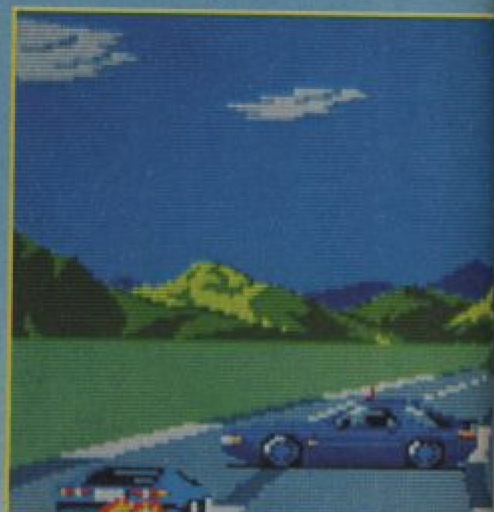
▼ *Time to slap the cuffs on the Countach driver!*



▼ *Avoid the barriers or you'll lose speed!*



▼ *Ha! That stopped him!*

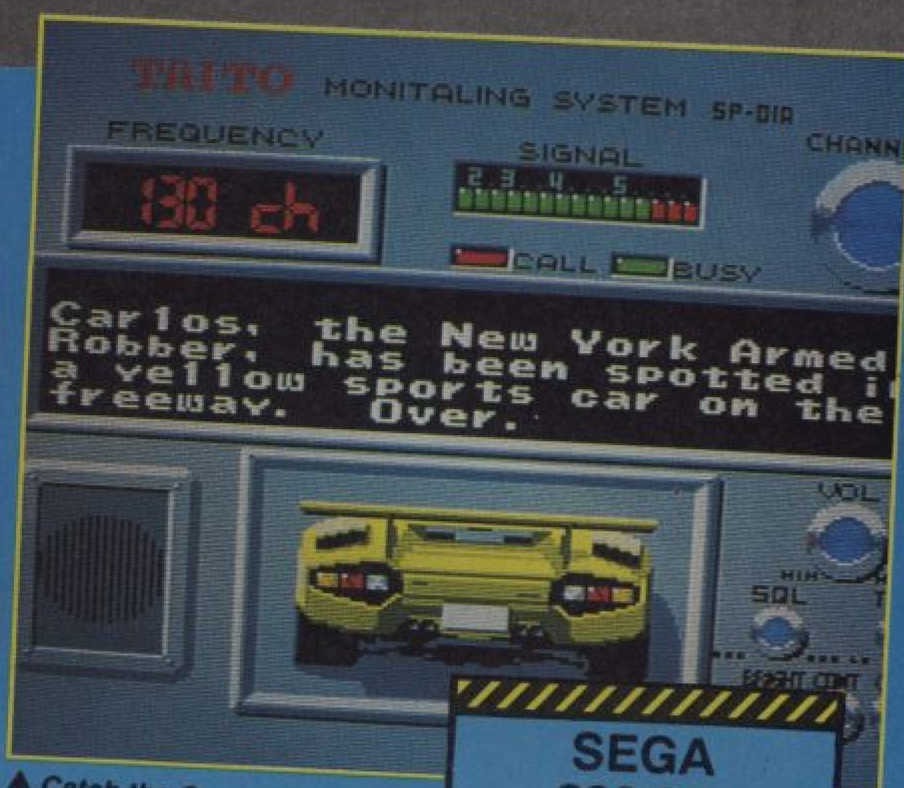


SE HQ

and the fun really starts. What you've got to do is repeatedly smash into him and damage his car enough to force him off the road. A damage meter at the side of the screen shows how much of a demolition job you're doing - fill it up completely and the crook is forced to give up.

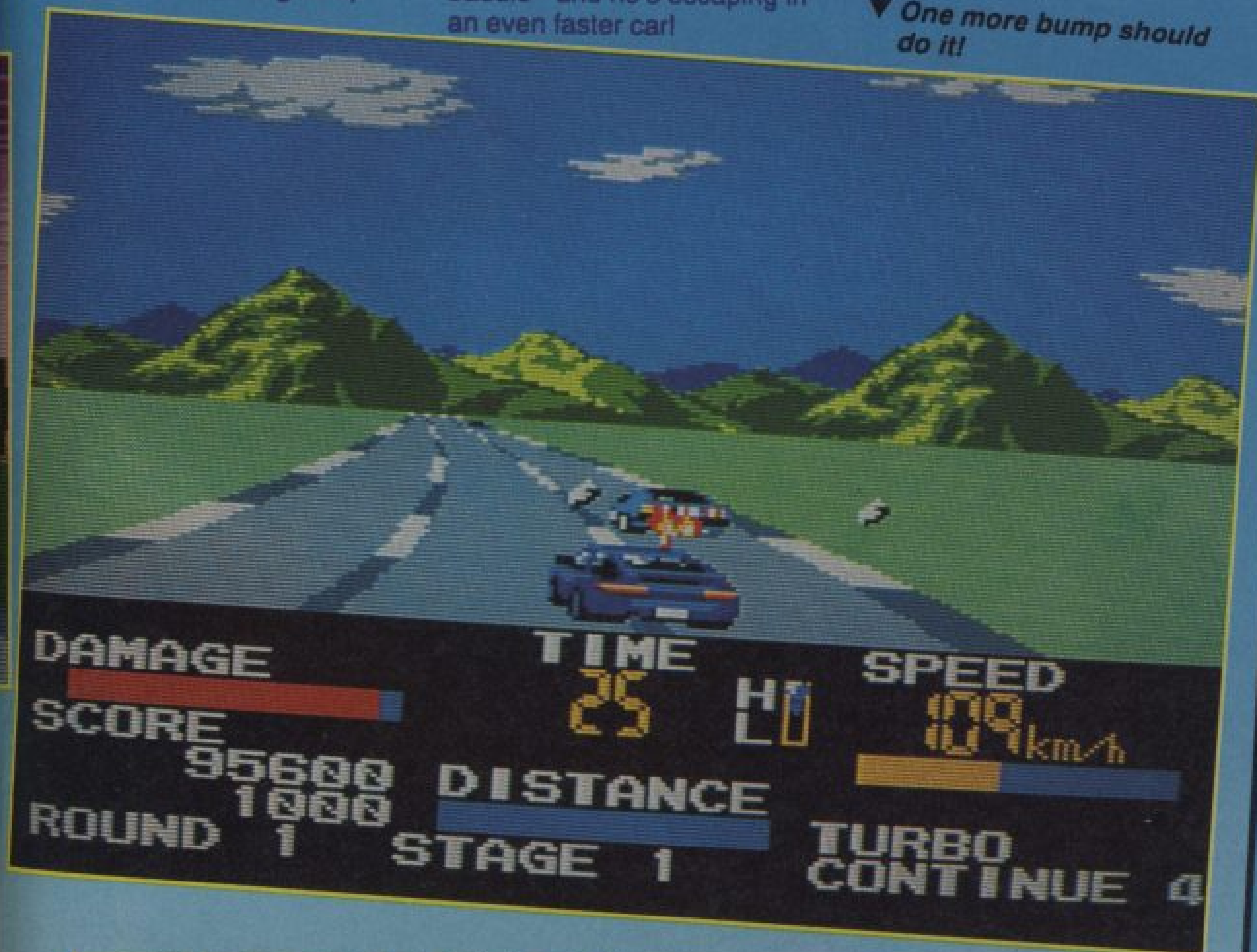
However, failure to do that before the timer expires results in the villain escaping and the end of the game...

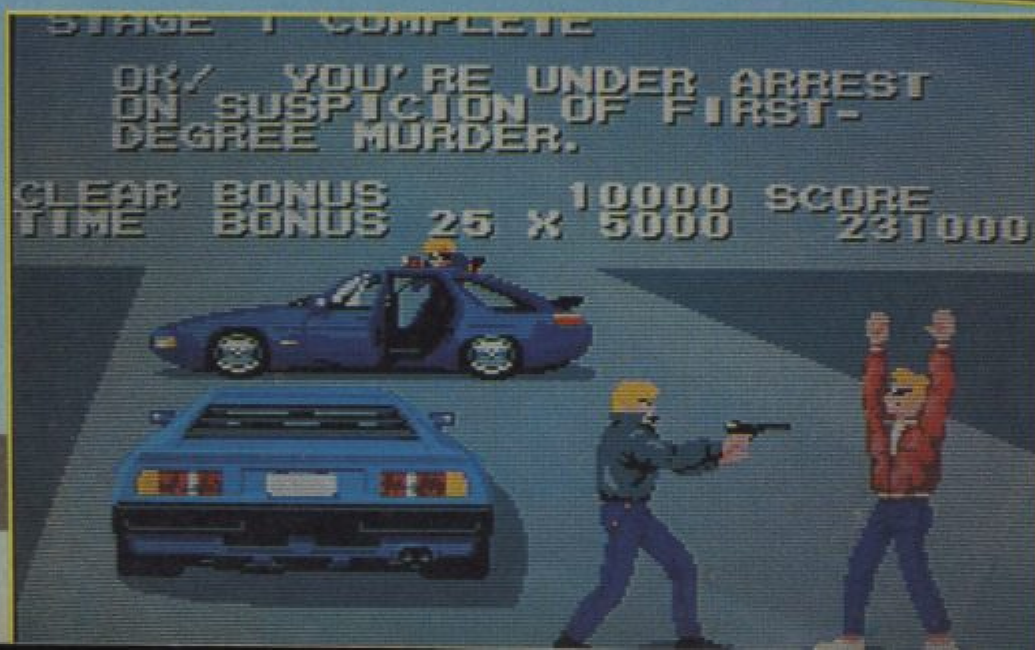
When you've finally smashed the felon off the highway and arrested him, it's off to chase after the next baddie - and he's escaping in an even faster car!



▲ *Catch the Countach in mission two.*

▼ *One more bump should do it!*





SEGA
£29.95

First impressions of Chase HQ aren't very good. The title screen and introductory sequence look great, but aren't matched by the in-game graphics - the main car sprite is a bit squashed and there are hardly any roadside obstacles. However, once you start playing, the negative feeling goes out of the window - the fast and addictive action of the game itself more than makes up for the graphical deficiencies. The initial burn up the highway to catch up with the villain is tricky enough, but once he's in your sights the action really hots up and you have to drive like a loony if you're going to smash him off the road! And it's very satisfying when you do. If you're a fan of the coin-op, or just want to experience the fastest and most enjoyable road rippin' action yet seen on the Sega, chase after this and grab it before it escapes.

JULIAN RIGNALL

GRAPHICS	81%
SOUND	41%
VALUE	82%
PLAYABILITY	87%
OVERALL	83%

OPERATION

BY SEGA

▲ *AAAGH! Roy Adams comes to a sticky end!*

Calling all light gun commandos! An aeroplane has been hijacked and flown to the Middle East and the passengers are being held hostage. We need one crack soldier to infiltrate the country involved, fight his way to the plane, kill the hijackers and fly it to freedom. Can you do it? Well, grab your light gun and let's see...

The action is split into six different horizontally scrolling levels, starting from a prison camp. Enemy soldiers, armoured cars and helicopters pop up from all angles, and you've got to blast them with carefully-aimed shots before they fire back - if they do your energy bar is worn down towards a fatal zero.

Go through the prison camp and you move onto the village, then the communication centre, jungle, ammo dump and finally the airport, where all hell breaks loose and the enemy throw everything and everybody at you in this final confrontation. Succeed and you fly the plane home to a hero's welcome. Fail and you'll be sent home in a wooden box.

▼ *Another victory in the fight for freedom! God bless Ameri ca!*

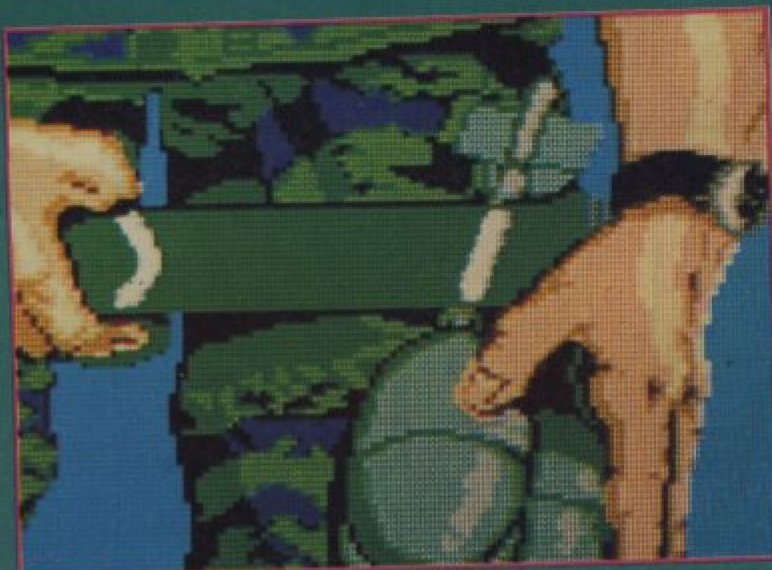


▼ *Better shoot that grenade and grenade that cheer!*



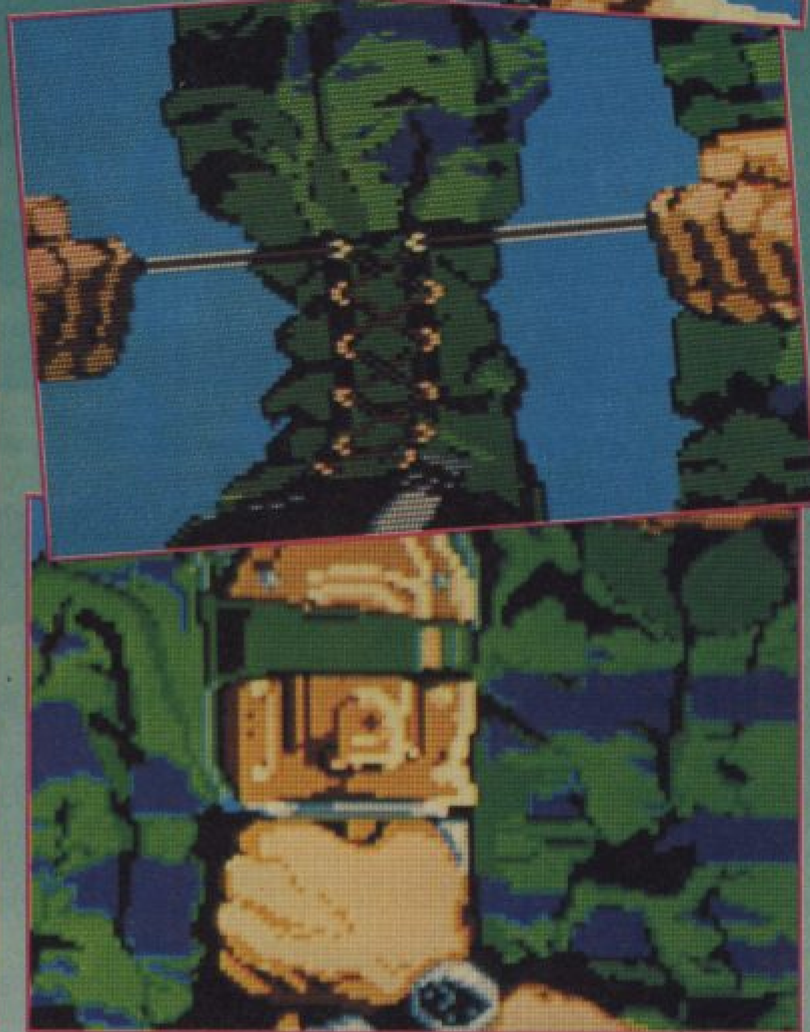


N WOLF



▲ Roy dresses for the occasion.







...at chopper!

C+VG HIT!

SEGA
£29.95

I'm one of the many Sega owners who own a light gun, and must admit to being pretty disappointed at the amount of games available for it. Or rather, the lack of them. However, Operation Wolf goes a long way to redeeming that deficiency - it's by far the best light gun game I've ever seen! In fact I'd go so far to say that it's almost worth buying a light gun for!! It's a tense game which requires very sharp reflexes to survive as you blast your way through an entire enemy army. These guys chuck everything at you - armoured cars, helicopters, snipers, gunboats, paratroopers... If there's one game that'll leave your trigger finger quivering with exhaustion it's this! Arcade fanatics will be pleased to note that the graphics are very similar to the coin-op, with smooth scrolling backdrops and all the little cut scenes from the original. Operation Wolf is a brilliant game - if you've got a light gun, put on your combat gear and go on a mission to liberate a copy from your local Sega shop!

JULIAN RIGNALL

GRAPHICS	89%
SOUND	67%
VALUE	89%
PLAYABILITY	92%
OVERALL	**90%**

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BAT

BY SUNSOFT

He's big. He's bad. And he wears a black, plastic bat-suit. By day he's millionaire Bruce Wayne, but by night he becomes the villain's worst nightmare: Batman.

Batman, the game, is loosely based upon the smash hit movie which is currently doing the rounds on video. You control Batman through five areas of Gotham City, in the search for his arch-enemy, The Joker. Each area is made up of a number of eight-way scrolling stages, in which Batman can run, leap from platform to platform and, of course, hurl weapons at The Joker's cronies. Three types of weaponry are available as well as good old fist power; the Batarang, mini-rockets and three-way shurikens all of which can be topped up along the way by collecting the power-pods which some baddies drop when killed. When all of the areas are completed you come face to face with the grinning Jack Napier himself - and he's got a little surprise up his sleeve!



▲ The Batmobile screeches to a halt. Get ready for action!

▼ Watch out for that electric field!

TMAN

C+VG HIT!

NINTENDO
£29.95

As movie conversions go, Batman is a bit of a letdown, as it doesn't adhere to the plot of the film in many ways. As scrolling shoot and beat 'em ups go however, what we have here is one of the best, most playable and addictive games of the genre to hit the Nintendo for quite some time. On screen presentation is generally very atmospheric, using dark, forbidding backdrops to portray the depressing city of Gotham, and just wait until you see the main sprite himself - he's a walking, jumping, pistol-packing masterpiece of graphic design, I kid you not! Other notable aesthetic additions include the very attractive intro sequence which sets the scene with a background storyline backed by a scrolling view of Gotham, and the cut scenes of the Batmobile zooming to the next stage of the game. The sound effects and various ditties are also worthy of praise, as they add heaps of atmosphere to the game. But what really makes Batman the great piece of software it is must be the fast, action-packed blast-the-baddies gameplay, which never lets up and always keeps you enthralled.

PAUL RAND

GRAPHICS	94%
SOUND	83%
VALUE	89%
PLAYABILITY	91%
OVERALL	92%

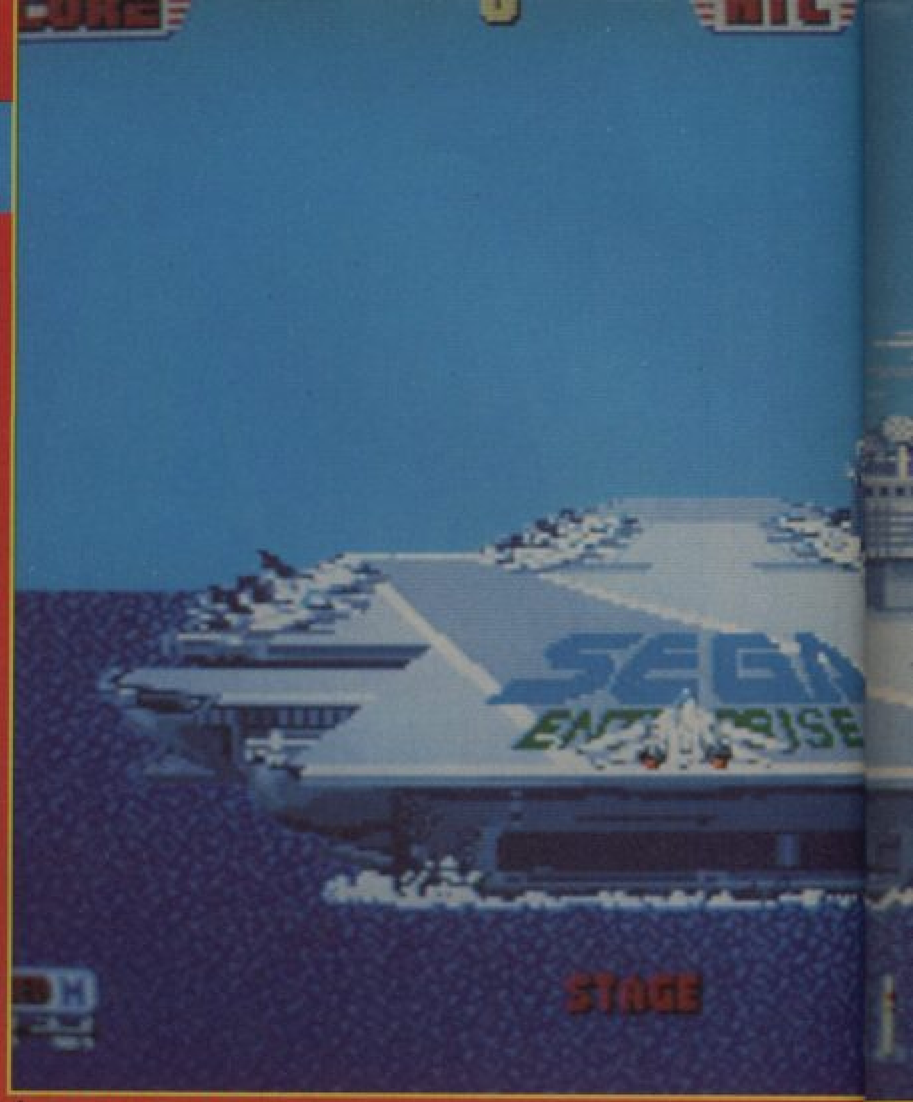
▼ It's one of Joker's henchmen! Quick, get your batarang out!

▼ Phew! Extra energy - that'll come in handy!

MEAN MACHINES



▲ Refuelling time!



▲ Prepare for take off.

AFTERBURN

BY SEGA

Roaring in from over the horizon comes Afterburner, Sega's own conversion of their smash hit hydraulic air combat coin-op.

The scene is set with things looking grim for your air force. It only has three fighter aircraft left and an entire enemy air fleet is flying over the horizon. Guess who's got to save the day? Yeah - you.

The fighter is equipped with an infinite supply of bullets, and a limited amount of homing missiles, which are best fired when your computer targetting system locks onto an enemy aircraft. If a missile is fired when no target is available, it's wasted.

The object is simply to take out as many planes as possible - obviously, they're not sitting ducks, and fire missiles back at you. Dodge them by nifty flying, or try rolling the plane out of the way, but don't get hit. Collide with a missile and you lose a plane - lose all three and it's game over.

▼ The canyon run. Hit the tents for bonus points.





▲ A cruise missile gives chase.





▲ Uh oh! The F-15's about to stop a missile!



ER

C+VG HIT!

▼ Look out!

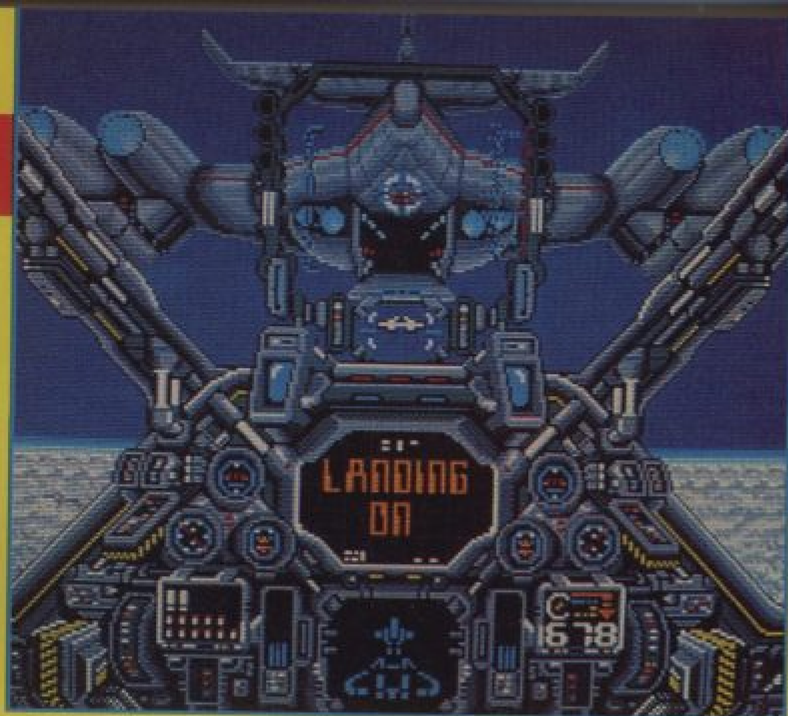


MEGADRIVE
£40.00

To be perfectly honest, I'm not a great fan of the coin-op. The hydraulic version gives you a pretty good ride, but the trouble is that its massive joystick is so sluggish that when you react to a situation, the plane moves a half a second later - usually half a second too late. However, that criticism doesn't apply with this conversion since control is with the joypad, and response is instantaneous. So, the controls are alright, but what about the game itself? Well, it's marvellous - damn near arcade perfect. Enemy planes and missiles zoom in at supersonic speeds - the 3D is easily the fastest and smoothest I've ever seen in a game of this type. In fact it all seems too fast at first, and games tend to end quickly with you thinking "what the @&$ hit me"! But although it's a very tough game (and I do mean VERY tough), practice makes perfect, and once you get used to the sheer speed of the action, you start dodging and a-weaving missiles, ducking and a-diving hails of lead and blasting squadrons of planes out of the sky! Brilliant!! If you want to get a game not only to show your mates how completely amazing your Megadrive is (not only are the graphics superb, but the hard rock soundtrack and sampled coin-op effects are the best I've heard on the Megadrive) but also want to play one of the hottest, most addictive and definitely the most impressive coin-op conversions yet seen, get this.*

JULIAN RIGNALL

GRAPHICS	95%
SOUND	97%
VALUE	90%
PLAYABILITY	96%
OVERALL	95%



▲ *End of level one - time to refuel.*

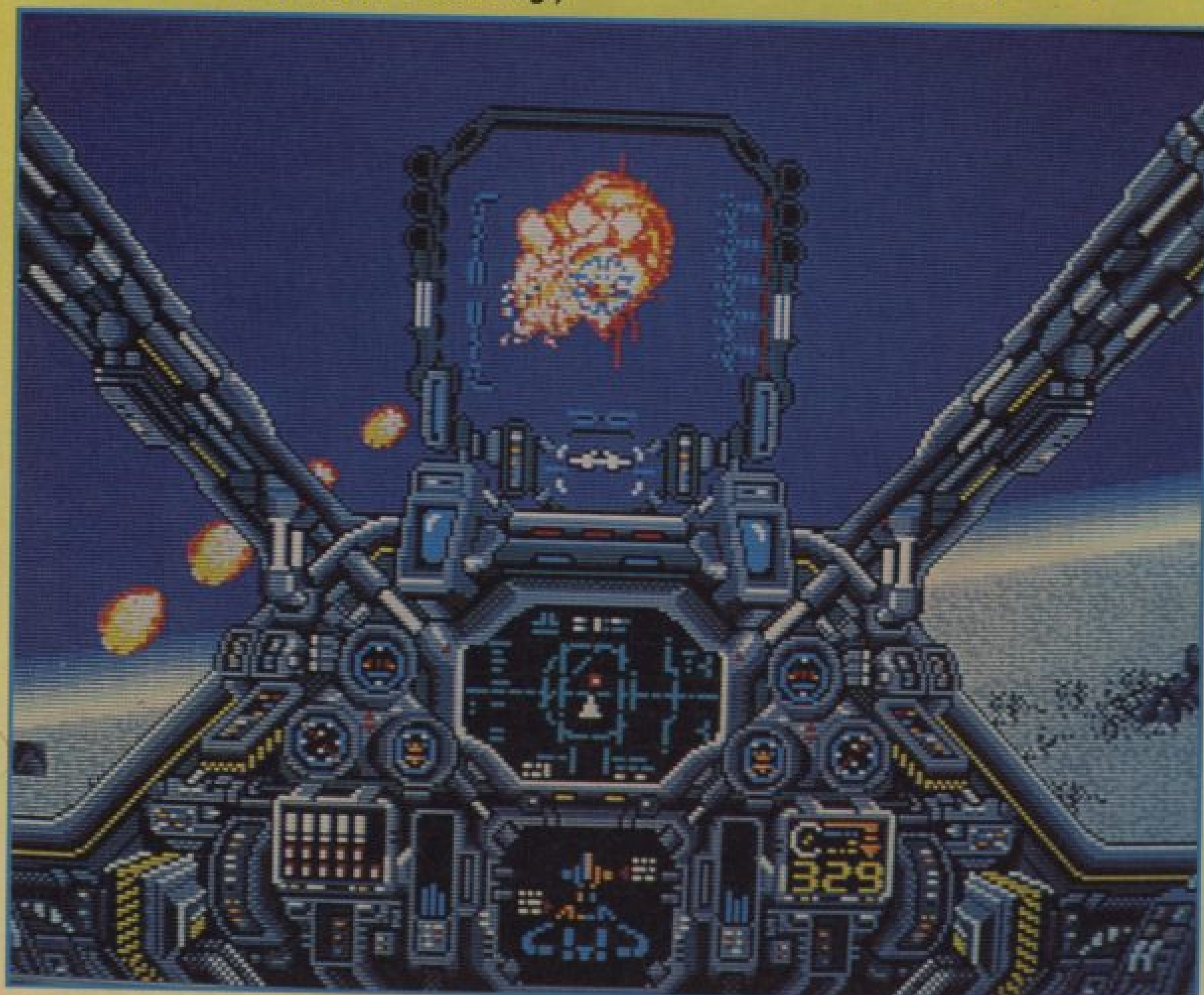
AIR DIVER

BY ASMIK

The world of the future is a war-torn place. Battles erupt at even the most minuscule provocation and, with the technology available, things can and do get pretty hairy out there. So it's a good job that you, brave pilot, have just got your hands on the latest fighter plane available - the F-119.

It's the most potent killing machine ever produced, stacked with a plethora of weapons and guidance systems. Mind you, it's okay having a classy craft, but with the amount of enemies which you have to deal with, and the number of countries in need of your assistance (nine in all, from Australia to North America) you're going to need all your wits, skill and sheer determination if you fancy your chances at tackling the instigator of all this global violence! Good luck, and may God (and a nifty trigger finger) go with you.

▼ *Splash one bogey! (urgh - disgusting!)*



MEGADRIVE
£32.95

We saw the screenshots for this Afterburner derivative a couple of months ago, and were amazed. We read the blurb which came with the pics and were astounded. Now we've got the finished article and we're... pretty cheesed off actually, because Air Diver isn't nearly as good as it's been made out to be. The problem doesn't lie with the graphics - no, they're very good indeed, with large, metallic enemy sprites and a great cockpit display. The trouble with Air Diver is the fact that everything moves far, far too quickly! It's very difficult to follow what's going on, making for frustrating and ultimately dull gameplay, as it's a real chore to get through even the early levels. And later on things just get virtually impossible, making it very frustrating and not enjoyable at all. One of the few Megadrive games to avoid, unfortunately - Afterburner blasts it out of the sky.

PAUL RAND

GRAPHICS	89%
SOUND	80%
VALUE	54%
PLAYABILITY	51%
OVERALL	**56%**



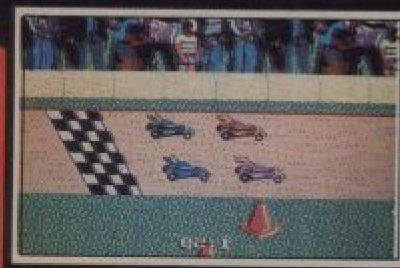
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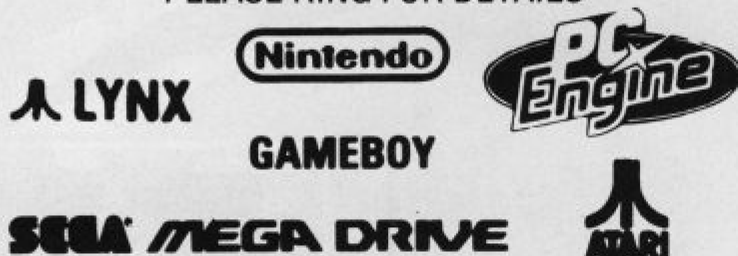
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TIGER ROAD

BY VICTOR MUSICAL INDUSTRIES

Being the baldest man in town in the Ancient East is no fun, and whenever the local gang of ninjas turn up for a fight everyone expects you to be Yul Brynner and fight them off. Having beaten them off after a particularly nasty raid, you've chased them back to their hideout on Tiger Road, and now you've got to get inside and see the whole lot of them off for good.

You start outside the base armed with a large axe, and once you've beaten the sentries, you can progress inside where you come face to face with spear-throwers, nasty bats, leaping axe men, Oriental ogres, Samurai and all sorts of supernatural schlemiels.

Luckily, the place is full of boxes which, when smashed open, reveal one of three different weapons - the axe, a mace and a pointy stick - or a POW power up which extends the range of your weapon. There are also bonus points to be earned by collecting scriptures and sacred documents.

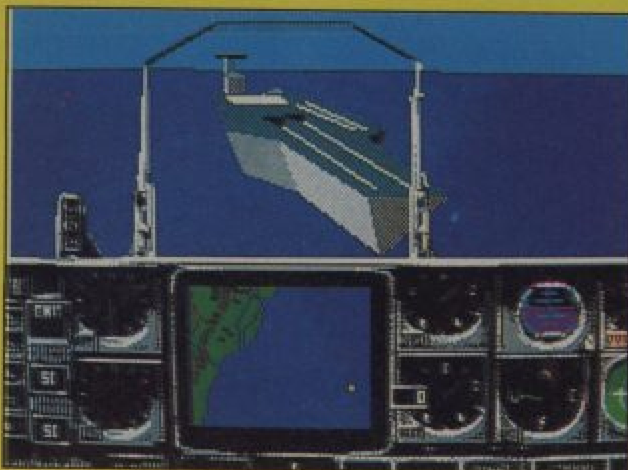
PC ENGINE
£34.99

I don't recall Tiger Road being a big hit, either in the arcade or on home computers, and this PC Engine version is unlikely to take its reputation any further. The graphics are fine and the music is okay, but the gameplay is just annoyingly difficult. The first level I can cope with without any problems at all, but from then on the computer gives itself all sorts of unfair advantages. In the second section, enemies offscreen hurl javelins at you from nowhere, then in the next bit you have to fly your baldy through very tight spiky gaps while guns in the walls shoot streams of fireballs at you. The fourth section is the most frustrating as it is played on a set of platforms suspended over a spiky floor. Each jump between platforms is a test of luck because vicious bats can appear out of thin air, knocking you on to the spikes. There's just nothing you can do to avoid them. Add suspect collision detection to these flaws and you have the sort of game that makes you want to take a flame thrower to the cartridge and incinerate it.

PAUL GLANCEY

GRAPHICS	77%
SOUND	70%
VALUE	35%
PLAYABILITY	39%
OVERALL	40%

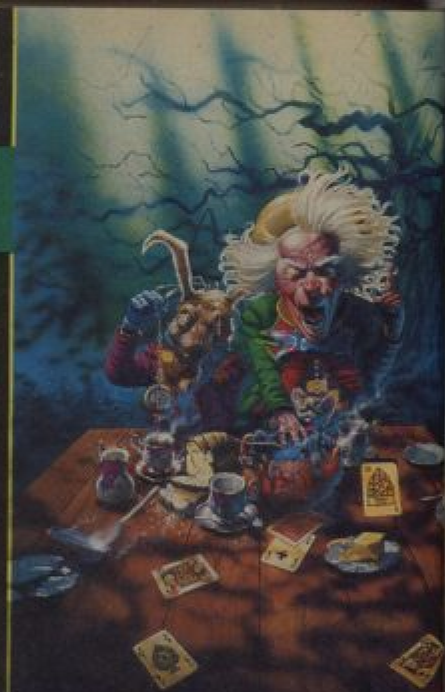
FLIGHT OF THE IN-TRUDER



SPECTRUM HOLOBYTE

This is the sequel to Spectrum Holobyte's original blockbuster flight sim, Falcon. The game is set in 1970s Vietnam during the US forces' Linebacker campaign and lets you fly one of two period warplanes, either an A6 Intruder or an F4 Phantom, or take the mission controller's post, work out your plan of attack and direct planes on the field of combat. The other feature that sets Intruder apart from most other flight sims is that you can interact with other US fighters already on the battlefield, so you can join in dogfights between US and North Vietnamese planes and save the good guys from getting a bullet up the bot.

RELEASE: ST AMIGA PC, SPRING
PRICES: £29.95



WONDER-LAND

MAGNETIC SCROLLS/VIRGIN

The product of Magnetic Scrolls' recently signed deal with Virgin is to be a graphic adventure following the plot of Lewis Carroll's Alice in Won-



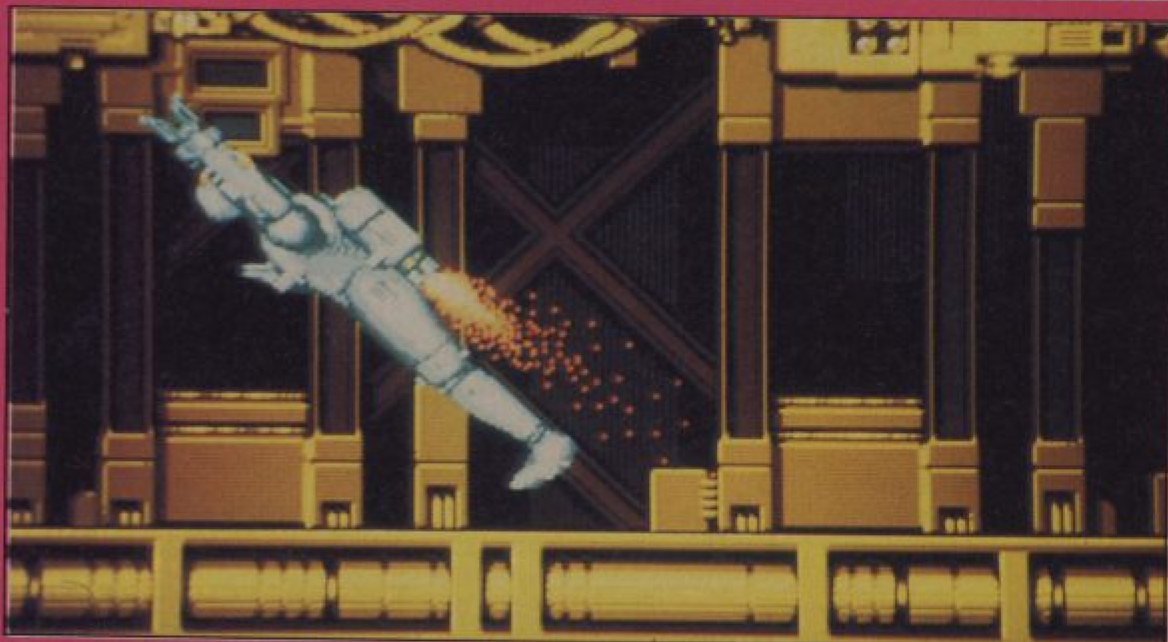
SCAVENGER



HEWSON

From John Phillips, the man who brought you Nebulus and Eliminator, comes this time-travelling shoot 'em up starring the eponymous Scavenger who has been shot back into the distant past and now has to navigate his way back through the chronostreams to his starting point. The only way he can do this is to collect artifacts from each time zone, but not surprisingly these are guarded by the local uglies, and the only language they understand is some kind of missile through the brain. Is it good? We dunno, but cast your eyes over this early screenshot and admire the pretty graphics.

RELEASE: ST AMIGA LATE JULY OR EARLY AUGUST
PRICE: TBA



ROTOX

US GOLD

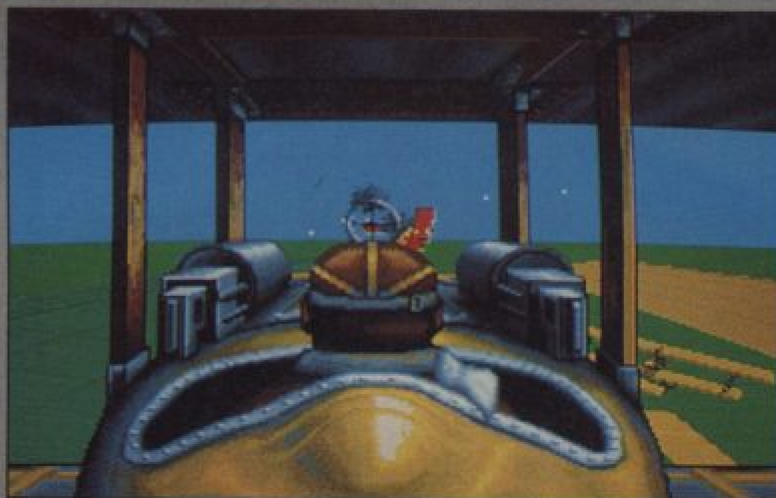
Bit of weirdo, this one. Mr Rotox has just been transformed into a cyborg soldier and to test his combat prowess his superiors have dumped him on a battle platform in deep space with orders to blast his way off it. The screen gives a scrolling overhead view of the platform's ten levels, each with nine subplatforms designed around a particular

derland, which, according to MS MD, Anita Sinclair, will revive and revolutionise computer adventure games. The game does without keyboard input, being entirely mouse and menu controlled. To examine an object you can just click on it in one of the 100+ full screen pictures, some of which are animated. The command interface can be redefined to the nth degree, and the program takes care of the normally tedious jobs of mapping and getting help. We should be getting our hands on a copy of the game in May, so you'll more than likely see a review in the very next issue of C+VG.
RELEASE: ST AMIGA PC EARLY JUNE
PRICE: TBA

FUTURE BASKETBALL
HEWSON



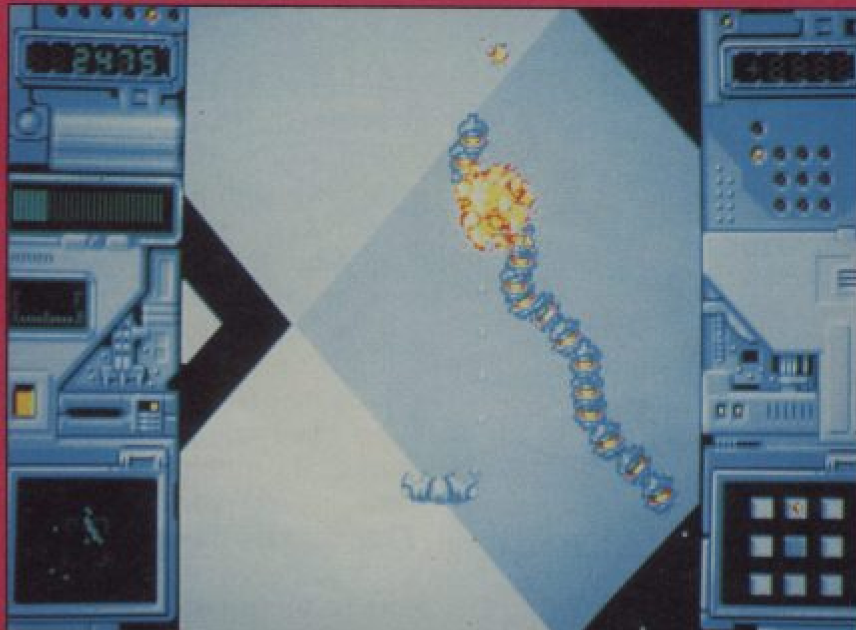
You've probably noticed there are quite a few basketball games around these days, and Hewson are soon to release this futuristic variation on the theme which changes basketball from a non-contact sport into a game of thumping the man with the ball, then booting all his mates out of the way. Yep, fouling and weapons spice up the gameplay in Future Basketball and further to that, there is a six-skill level management system, a league of two divisions and, of course, the essential two player mode. Sounds like our sort of game!
RELEASE: ST AMIGA JUNE
PRICE: BOTH £19.99

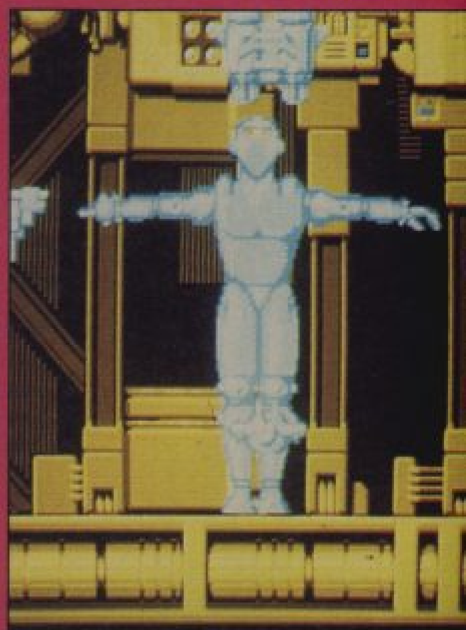


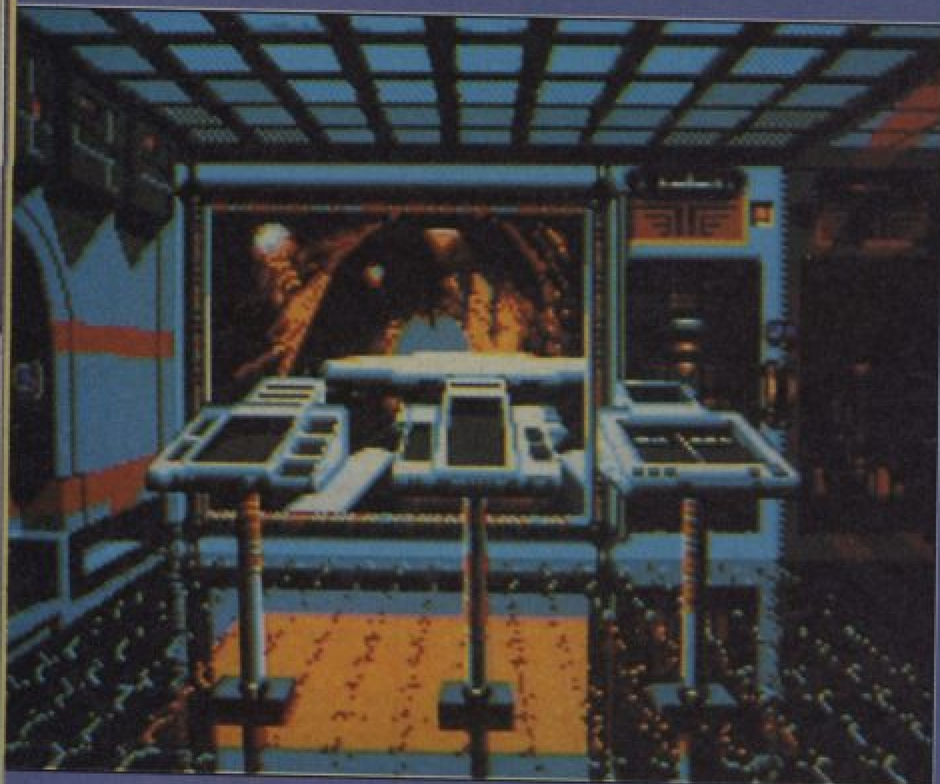
WINGS
CINEMAWARE

I say! Hallo Ginger! Time to get up the blue end and bag some of those bally cabbage-crunching hun, what? Mirrorsoft are about to release this simply rrrripping aero-game, based on the jolly larks of our bally WW1 flying aces and those cads in the bally Red Baron's flying circus. The action is a mix of whizzo 3D dog-fighting and soooper, bird's eye-view, scrolly bombing missions. The bally C+VG chaps played a demo while they were on a recent recce mission and did they like it? Phew, ra-ther!
RELEASE: AMIGA JUNE, ST PC SEPTEMBER
PRICE: TBA (PROBABLY £29.99)

theme. You have to get from subplatform to subplatform torching the test drones with a selection of extra weapons as you go. It promises an unusual brand of computer entertainment, and prcgrammers Creative Materials have created a technique called Rotoscape, which rotates the whole screen around the player. Review on the way.
RELEASE: ST AMIGA, END OF JUNE
PRICE: TBA







SLY SPY

OCEAN

Ocean's next game after Shadow Warriors is this conversion of Konami's enjoyable secret agent coin-op. Casting you the eponymous sly spy you must parachute into enemy territory, fight sharks, ride a machine gun-equipped bike and fight an entire army of baddies armed only with your trusty pistol and your fists. Ah well, it's all in a day's work for your average spy. The Spectrum version, pictured here, looks good - we'll bring you more news on the other versions (and maybe even a review).

RELEASE: SPECTRUM AMSTRAD C64 AMIGA ST, JUNE
PRICE: SPECTRUM AMSTRAD C64 £9.99, ST £19.99, AMIGA £24.99

DUSTER

IMAGE WORKS

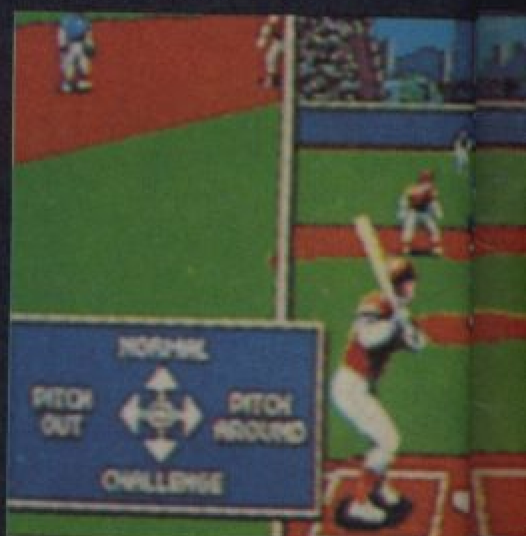
Realtime's (3D Starstrike, Carrier Command, Battle Command) latest is set on the agricultural world, Heaven, in 3800 AD. The planet's close proximity to the sun means its indigenous insect population is constantly mutating, and the mutants are devastating crops across the globe. Your job is to fix the insects but good, by coming up with a suitable pesticide then flying over the planet dusting (hence the name - you didn't think it was about polishing the china horses on the fireplace did you?) the crops. A bit of role-playing and a lot of 3D vector graphic blasting is what it all boils down to, and Realtime are never ones to disappoint in that department.

RELEASE: AMIGA, ST, PC JUNE
PRICES: TBA

TV SPORTS BASEBALL

CINEMAWARE

Yes indeedy, Baseball follows American Football and Basketball as the next Cinemawared sport. As with the other two games, TV Sports Baseball lets one or two players control the tactics and the action of their choice of US teams. The graphics, as you can hopefully see from the screenshot, are pretty marvy, and it'd be no surprise if the gameplay was of a similarly high standard.





KILLING CLOUD

MIRRORSOFT

Vektor Grafix, the programmers of Bomber, are behind this game, which is a bit of a departure from their previous flight sim games. You play a futuristic crime fighter on the trail of the Black Angels, a gang who have released a cloud of poisoned gas into the air over San Francisco. There are fast cars to be driven, fast jets to be flown and some moderately-paced clue-finding to be done before you can bring the villains to justice. Sounds exciting doesn't't



KICK OFF 2

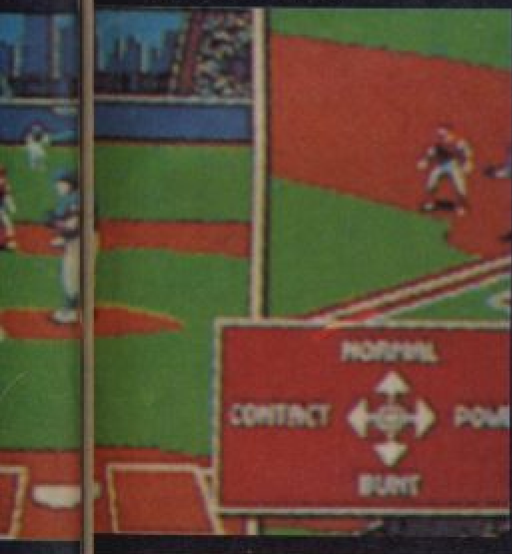
ANCO

The follow-up to what is surely the best computer football game yet seen (on 16 bit - the 8 bit versions smell of poo). This new 'n' improved version features a referee (who even runs over and books you for dirty play!), proper walls for free kicks, the ability to bend the ball, selectable strips and a host of new gameplay tweaks. Could this be the footy game to end all footy games? We're leaping up and down in anticipation and will give you a full match report as soon as we get hold of a finished copy.

RELEASE: SPEC, AMS, C64, ST, AMIGA, PC JUNE
PRICES: TBA

RELEASE: AMIGA LATE THIS YEAR, ST PC LATER
PRICES: TBA (£29.99 IS THE CINEMAWARE STANDARD)





it? We certainly think so.
RELEASE: AMIGA ST PC SUMMER
PRICE: TBA





PROJECTYLE

ELECTRONIC ARTS

Another weirdo. Projectyle is a futuresport which plays almost like ice hockey, but with three teams of robots. It's played on a pitch with five quarters over three timed halves (five quarters? three halves?) and the idea is just to score as many goals as possible. You get a choice of eight team members and can hone their sliding and jumping skills to suit their positions on field. There's no doubt about it, it all sounds a bit odd, but then who are we to cast aspersions without seeing the game. Reviews soon.

RELEASE: AMIGA ST, END OF MAY
PRICE: AMIGA ST, £24.99

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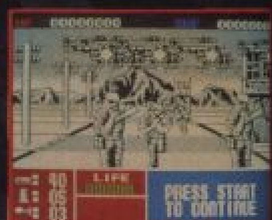
BARRELLING THROUGH THE CITY STREETS,

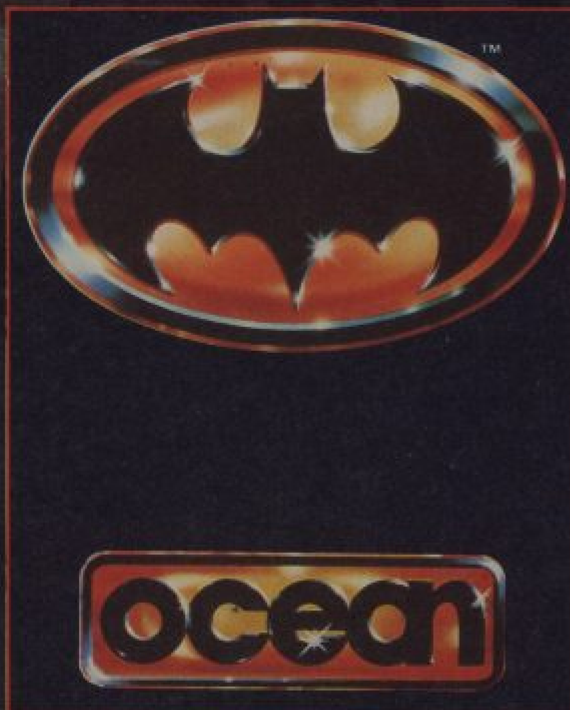
along the roughest of dirt tracks and through busy tunnels – if you can hold the line! The low life can run, but they can't hide...













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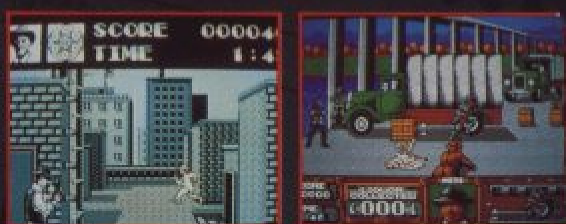
ALLEYWAY SHOOTOUTS, THE BORDER RAID,

The Railway Station confrontation and Warehouse bust culminating in the thrilling denouement of a

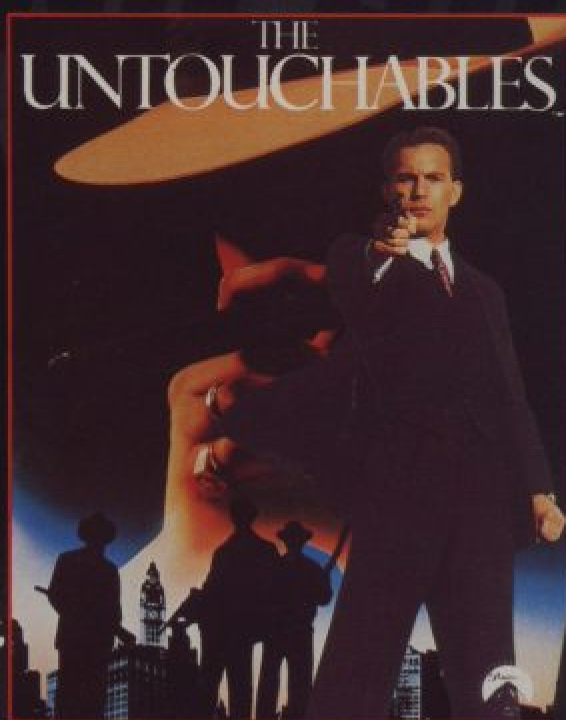
ROOFTOP DUEL

as you re-live the knife edge existence of Ness in his struggle against the retribution of Capone!









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